



THE ART OF

PATHFINDER<sup>®</sup>

KINGMAKER<sup>™</sup>



THE ART OF





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**W**hat is the first step in art development for an ordinary game? It starts with a search for an image, a concept, an atmosphere. But how does one begin art development for a game based on a world-famous roleplaying system that has inspired dozens of books, including comic books, with hundreds of illustrations? This was the key question to answer for the artistic team at Owlcat Games when we started developing *Pathfinder: Kingmaker*. The end result of our work is collected in the very book you hold in your hands.

Creating the virtual Stolen Lands was quite an adventure, perhaps even an journey following in the footsteps of the main characters of the game. Together, we explored the outskirts of Golarion, visiting its wild corners, mysterious ruins, and distant settlements as we met new characters and incredible monsters. It was a rare opportunity to sink into a universe as carefully designed and elaborate as *Pathfinder*. We are happy we had this opportunity.

*Pathfinder: Kingmaker* is the beloved child of the whole studio, of every team member. Absolutely everybody, from the animators to the sound designers, invested 100% of their effort into this game. As these words are written, the team is preparing for release. What destiny awaits *Pathfinder: Kingmaker*? Only time will tell. However, it is safe to say that the game has become a powerful source of inspiration for everyone who was fortunate enough to work on it. We hope the works of our artists will inspire you to brave the unknown.

Welcome to the Stolen Lands.

**VIKTOR SURKOV, OWLCAT GAMES ART DIRECTOR**







**W**hen we started working on *Pathfinder: Kingmaker*, the studio artists had a difficult task. They had to visualize a whole region of Golarion, the primary planet of the Pathfinder universe. Detailed descriptions of the world itself as well as the River Kingdoms were at their disposal.

Despite its fantastic nature, Golarion is full of references to real-world countries, cultures, and people. The primary challenge here was to combine the magical nature of the universe with visually realistic imagery for the video game. The Stolen Lands, located in the northeastern section of the River Kingdoms, are situated on the continent of *Avistan* in the northern hemisphere of Golarion. The climatic zone there is similar to that of eastern Europe. This enabled us to create an environment identical to the nature and culture of a mid-latitude region. At the same time, we wanted to take into account that wild trolls, kobolds, magical fairies, and massive, deadly predators like wyverns and manticores shared the Stolen Lands with people and other civilized creatures. Beyond that, this ancient land has lived for many centuries — it bears the traces of ancient, extinct cultures, which the player may come across. For example, there are ruins of ancient dwarven fortifications, as well as sanctuaries of forgotten gods.

Other states neighbor the Stolen Lands, as well. They influence certain game events. The player will visit the northern country of *Brevoy*, whose political leaders are fighting for influence in the south. Another River Kingdom is called *Pitax*, and its subjects begin bothering the main character almost from the start of the game. Additionally, the player is forced to face the barbarians of *Numeria*, a militant tribal culture. Thus, within one game, the artists had to develop visual imagery that was distinct at a fundamental level, ranging from the sophisticated court schemers of *Brevoy* to the wild, berserk warriors of the north.

The player will have numerous allies and opponents, and these game characters deserve an individual reference. Only a few of them can be considered archetypal — like a real human being, a single character in *Pathfinder: Kingmaker* can combine opposing personality traits or include varying facets of life. Of course, revealing all the nuances and contradictions of an individual through their portrait is a task beyond our power. However, minor symbolic elements (such as costume details, color selection, and pieces of equipment) allowed the artists to make significant contributions to the creation of the game's characters.

The imagery in *Pathfinder: Kingmaker* is primarily meant to emphasize the realism of the events happening to the player — even given the fact that everything is happening in Golarion, where magic and monsters are quite common and ordinary. It is an easy world to imagine because it is based on something the player finds familiar, a phenomenon the artists at Owlcat Games used to create a virtual universe whose brave inhabitants are eager to embark on an adventure.







# HEROES & MONSTERS

**O**ur characters are the flesh and blood of *Pathfinder: Kingmaker*. They are the core of the game, the handiwork of many people, including our artists. This chapter collects portraits of the main character and their companions along with images representing the character classes and the monsters inhabiting the Stolen Lands.



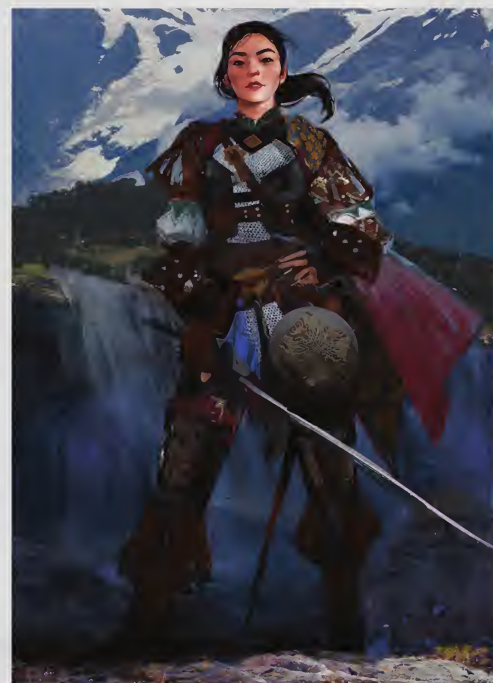






## MAIN CHARACTER

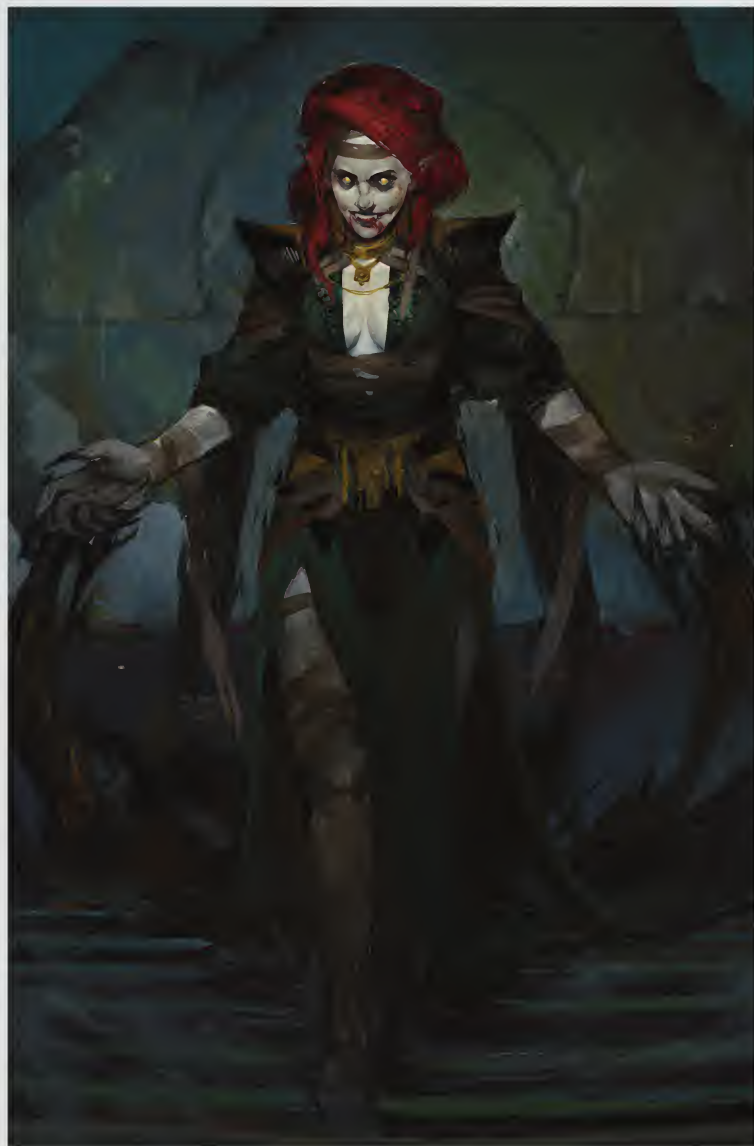
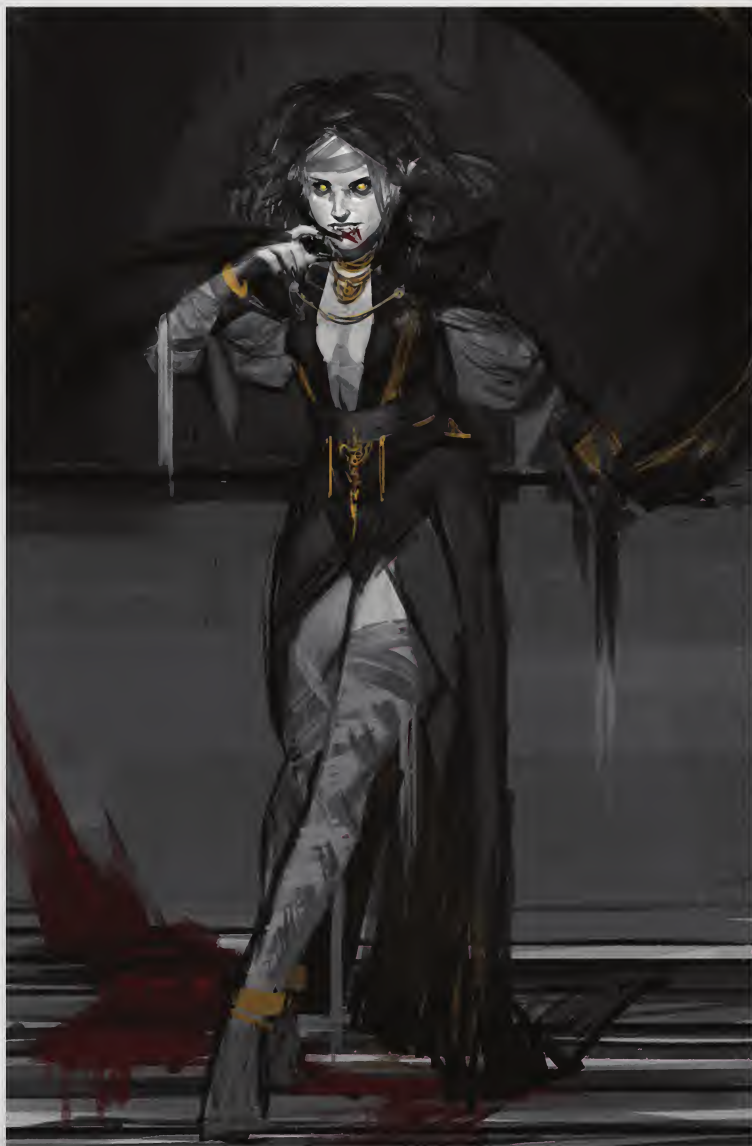
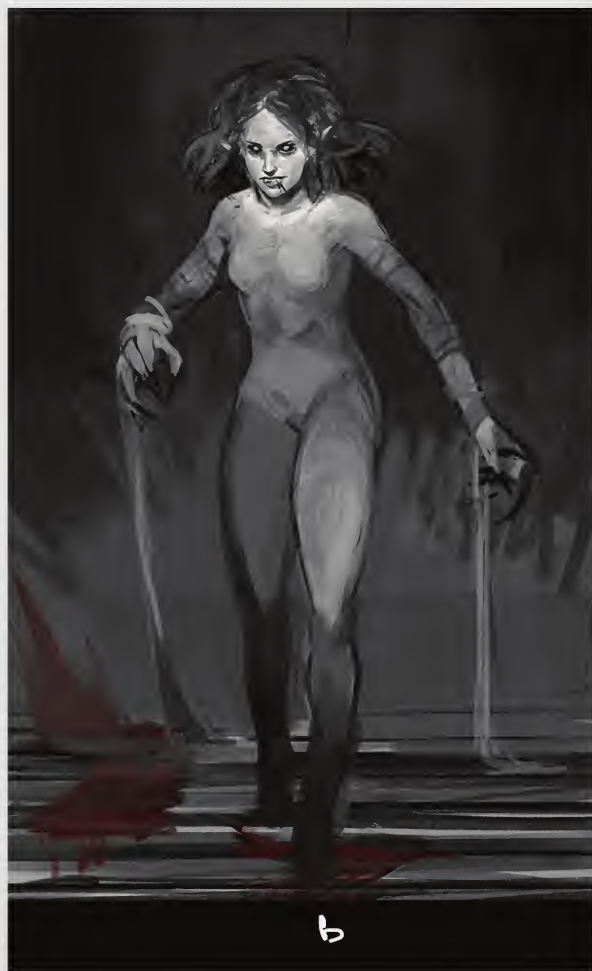
**P**layers create their character from scratch. They can select their gender, race, appearance, and class, as well as other traits. With such diversity, a couple of sample portraits for the main character can hardly suffice. Our artists' main goal was to create art that would sink into players' hearts and fit multiple models and archetypes. This artbook contains five different portraits for the main character, including the one that was created in accordance with suggestions by Pathfinder: Kingmaker's supporters on Kickstarter.

















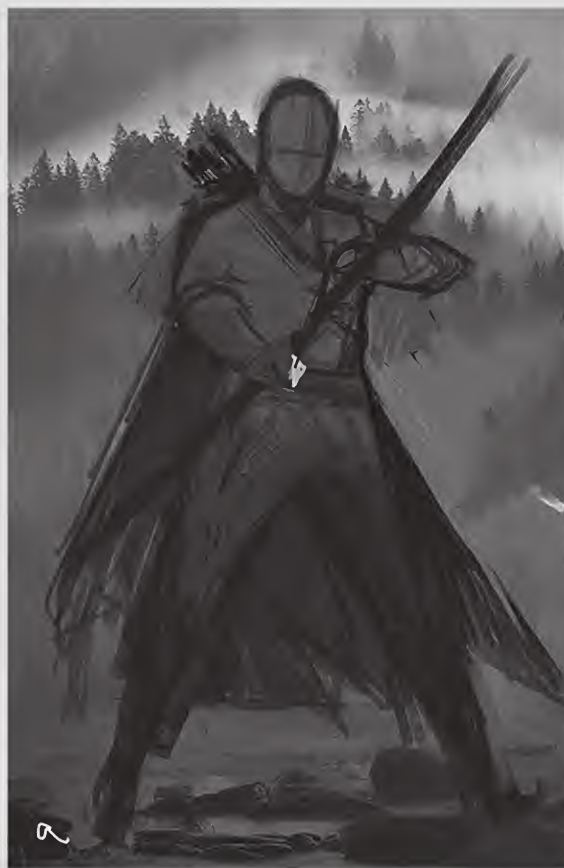


1



2

Face  
Sketch



2



6

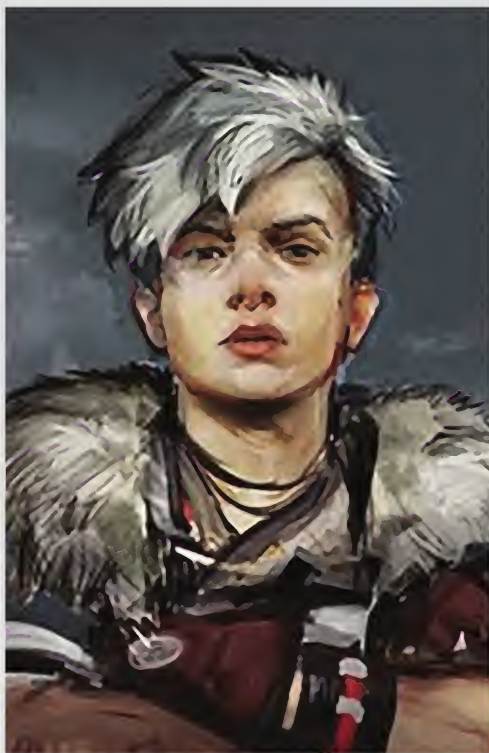








player-wizard  
sketch











a



b



c



d

player sketch



Player sketch





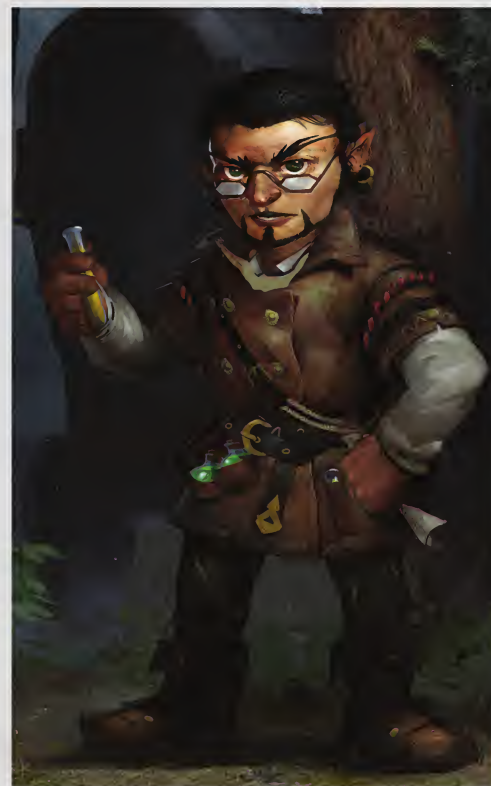
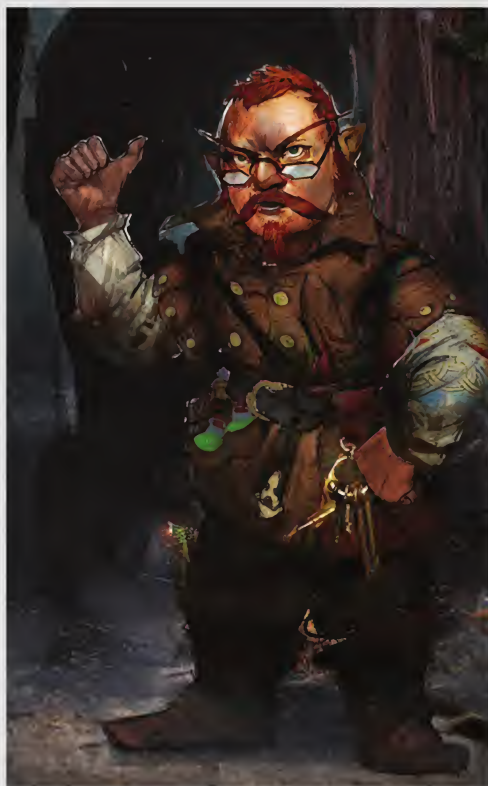


## COMPANIONS

**F**rom the very start, we decided that the player wouldn't be alone during their adventures. The main character is accompanied by partners — vastly different characters who join in the conquest of the Stolen Lands for one reason or another. Each of them has their own story that progresses throughout *Pathfinder: Kingmaker* with the player's direct involvement.

### JUBILOST

**A** famous traveler, a scientist, the author of numerous books, articles, and pamphlets, as well as a skilled alchemist and an expert in other planes... You could go on forever listing the titles and skills of Jubilost Narthropple. The player finds this educated gnome and his servants in a very delicate situation — while they try to pull their cart from a river, they also have to fight off a mob of kobolds. Jubilost is not just another companion — he is one of the characters from the original Kingmaker adventure path. We remade his portrait several times, searching for an image that would suit his arrogant and inquisitive character. His glasses became one of his distinguishing features — in a world where poor eyesight can be corrected with magic, Jubilost nevertheless prefers the “traditional” method. In his mind, this creates a bond between him and his readers, who may not be able to afford expensive magical treatments.





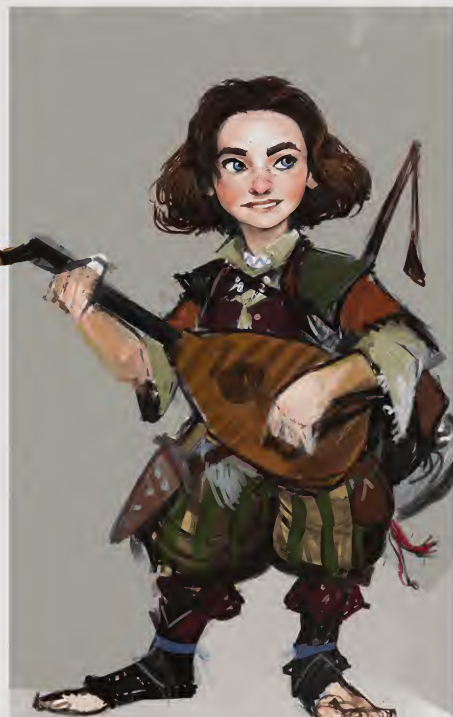






## LINZI

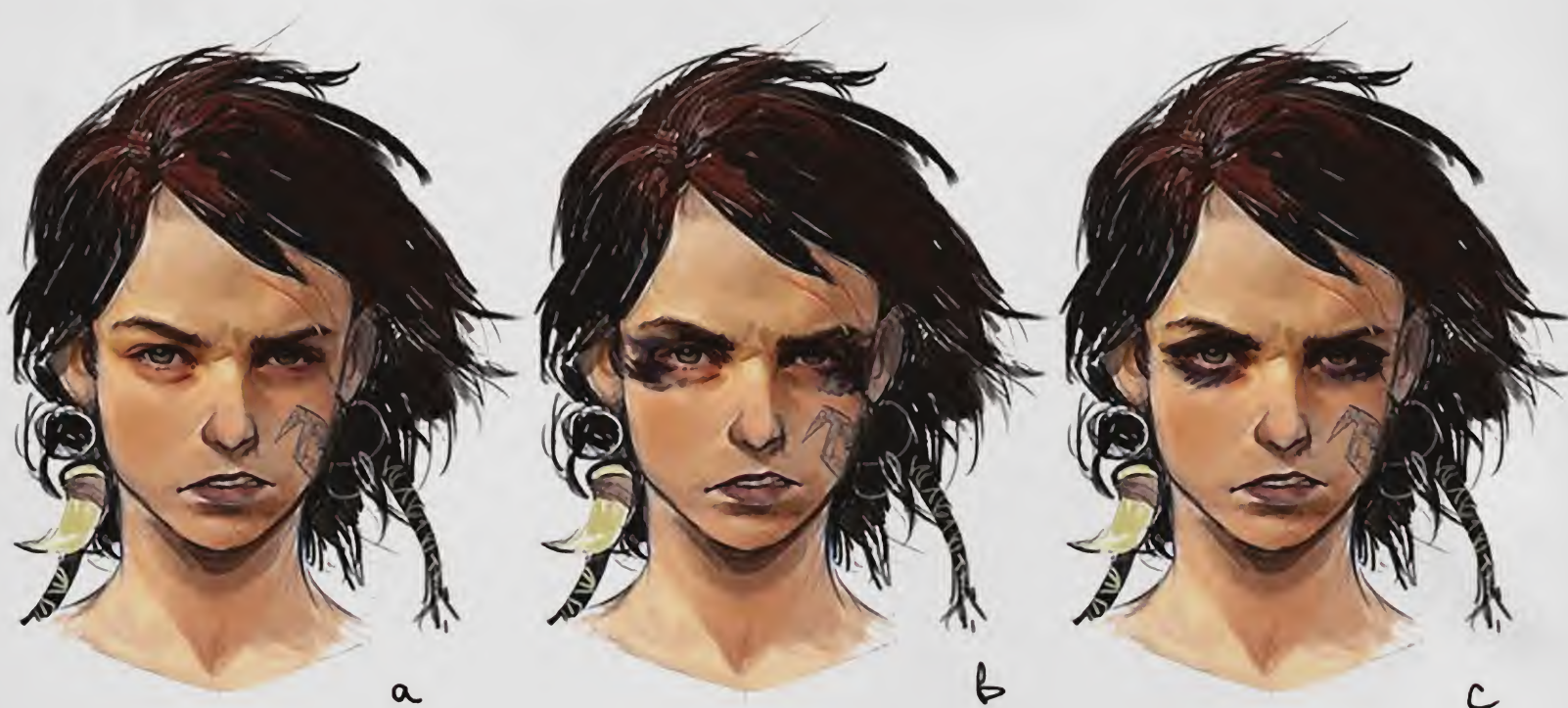
**A**t the beginning of the game, players meet Linzi, a vigorous and resilient halfling bard who wants to write a book about a "True Hero." A dropout of Pitax's Academy of Grand Arts (reason: writing a frivolous limerick about the reigning king), this young lady won't let hardships break her spirit or her flesh. She strikes out on a journey to the Stolen Lands. It's hard to overestimate her role, as the bard acts as a narrator, describing all of the main character's adventures in her book. Linzi is an eternal optimist, and one of the most cheerful companions. Even though the main character in her story might potentially act villainous at times, she maintains a good attitude. She might complain about how difficult it is to find a positive adjective for them, though.











## AMIRI

Amiri  
sketch

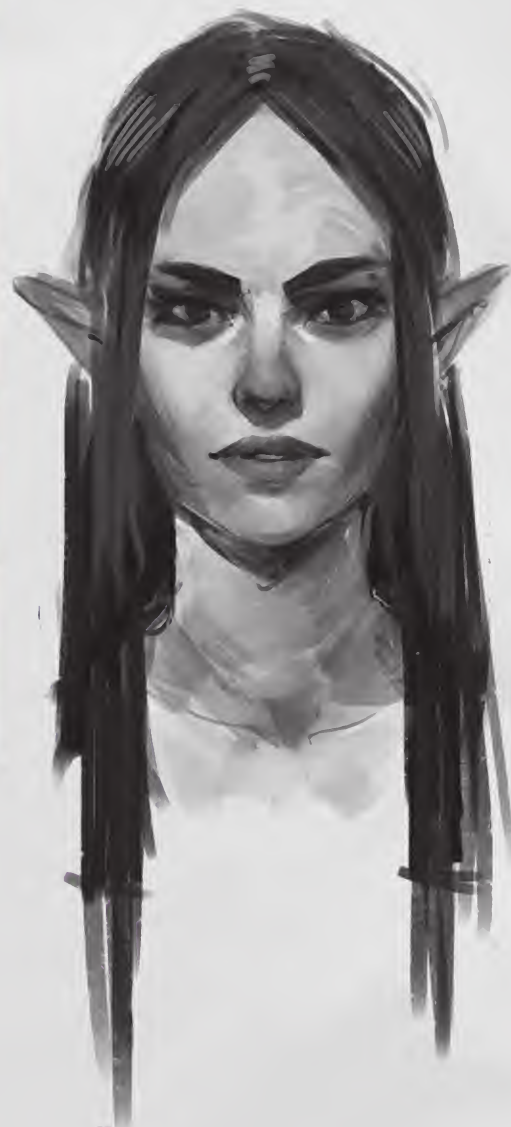
**A**miri arrived in the Stolen Lands from the far-off, snow-covered Realm of the Mammoth Lords, the motherland of belligerent barbarians and enormous beasts. Amiri is straightforward, sometimes to the point of being rude. She hates idle talk and prefers to resolve disputes with a fight. The warrior can join the main character from the start as the team's frontline fighter. Her ability to enter a rage and deal massive damage with a single blow makes her a perfect candidate for the role. Pathfinder fans know this character well enough from numerous pictures made for the tabletop roleplaying game, so it was essential to retain Amiri's features, including her signature weapon — a huge sword that previously belonged to a frost giant.









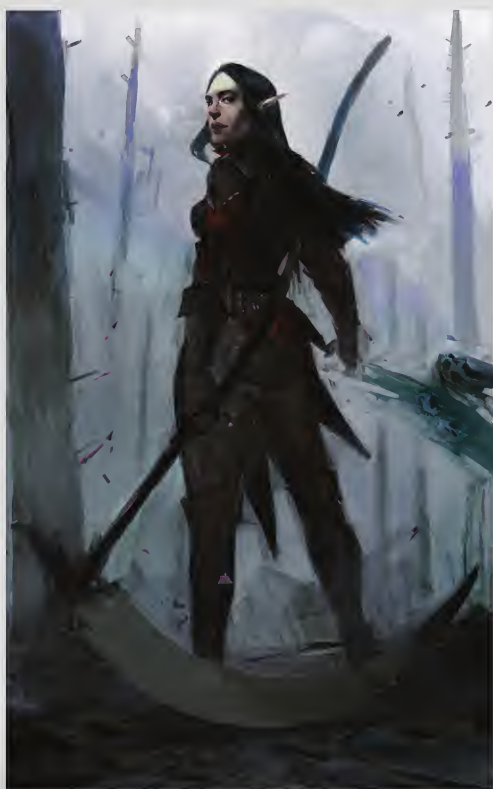


Jaethal - sketch

Pathfinder: Kingmaker

## JAETHAL

**A**n Inquisitor of Urgathoa, the goddess of physical excess and the undead, Jaethal joins the player for her own reasons rather than any desire to bring peace and order to the Stolen Lands. There is far more to this elf than meets the eye, however. After her death, Jaethal returned to “life” as an undead by the grace of her goddess. Jaethal was introduced into the game as a companion for those who prefer not just noble knights at their side, but also down-to-earth, sometimes even selfish companions. Jaethal is pictured with a disdainful sneer — her usual grimace when regarding mortals. She wields an intimidating scythe, the favored weapon of Urgathoa.





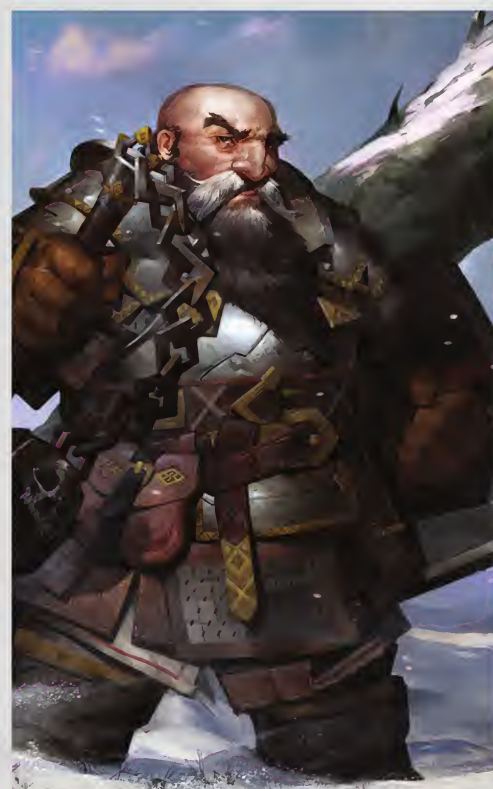
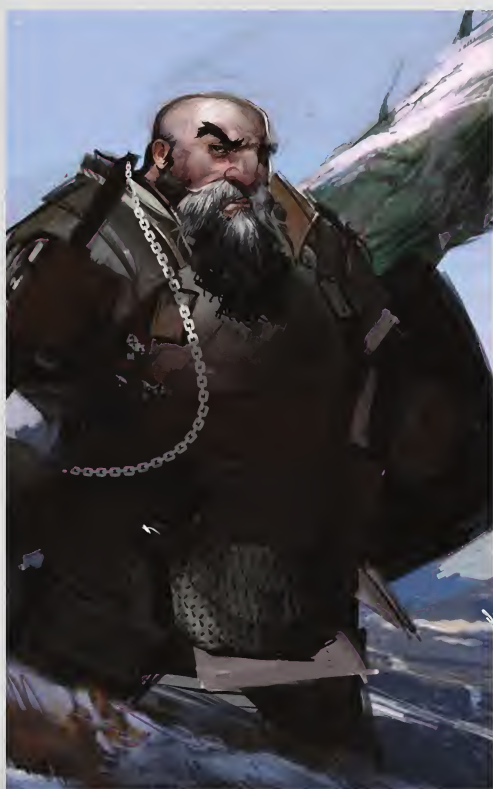






## HARRIM

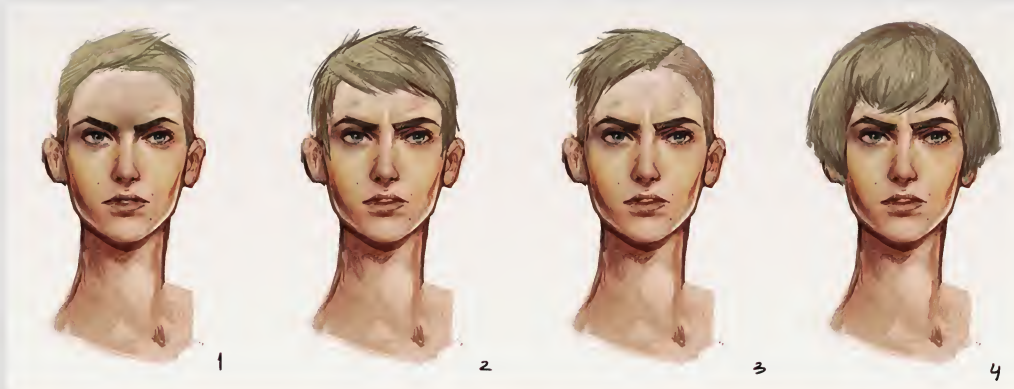
**M**ost wouldn't dare devote their lives to the God of the End Times, but there is no other path for Harrim, priest of Groetus. The dwarf has long forsaken the vanities of the world. He is anticipating the last hour, the moment when his god will show his true power and take over. Without a clan or a home, Harrim retreated into his obscure religion. He may irritate other group members with his melancholic remarks, but he is outstanding in battle. Regardless of his creed, the priest never fails to magically heal his allies and save them from dying, though he is certain to utter a heavy sigh and comment on the certainty of death. Dark armor, a bleak landscape, a grim visage — everything in his portrait is intended to highlight his unique nature.







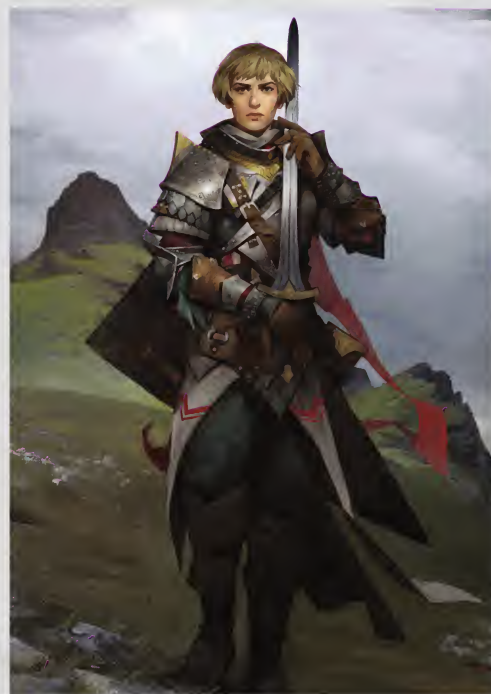
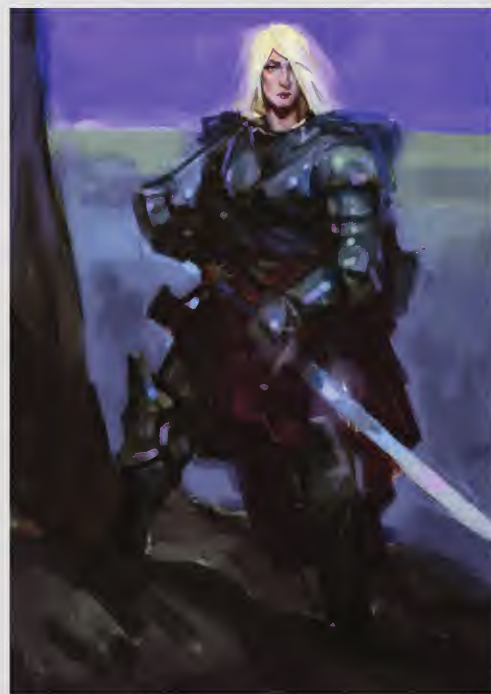




VALERIE facesketch

## VALERIE

**V**alerie was born into a noble family. She was meant to become a paladin of Shelyn, the goddess of love and beauty. However, Valerie had her own ideas about her destiny. She denied Shelyn's teachings, cut her gorgeous locks, and exchanged her luxurious attire for utilitarian armor. She joined a group of military mercenaries. Valerie's charming exterior conceals an iron will and a strict adherence to principles — the traits that allowed the beauty to become a perfect warrior and a loyal companion. Valerie will follow her leader to Hell and beyond if she finds their goals worthy. The player has the chance to become such a leader. It took us a while to find her image, but the portrait we found after a long process of trial and error perfectly reflects her natural beauty alongside her pragmatic military character.











a



b

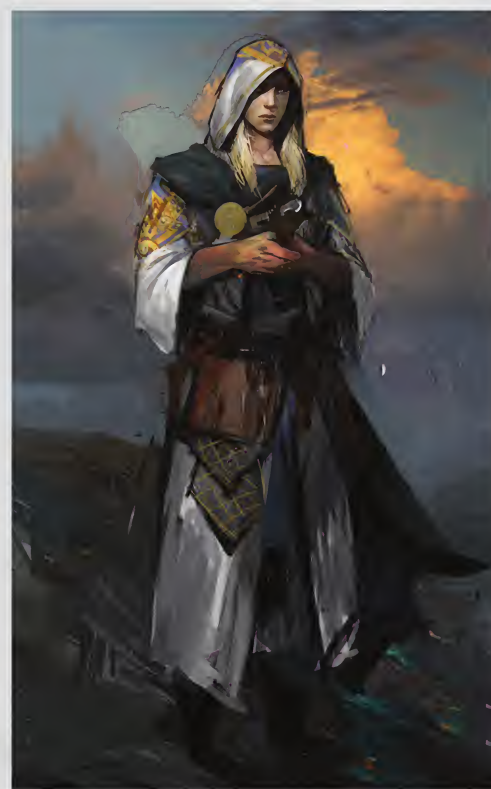
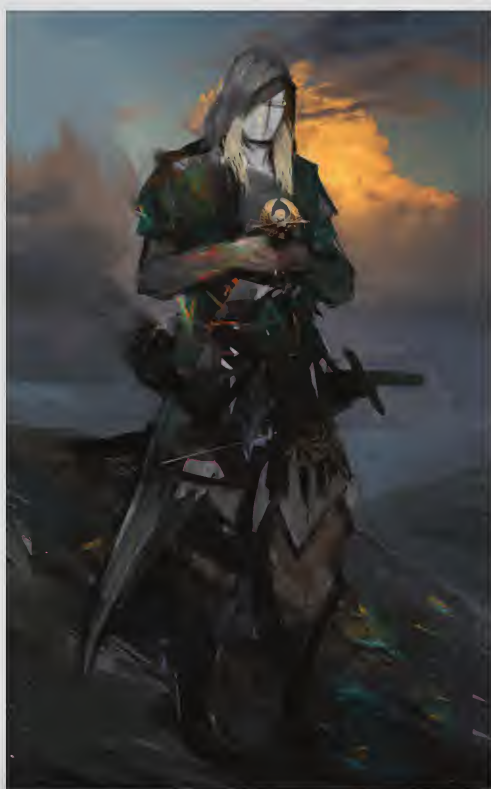


c

Angel sketch  
hood and hair

## TRISTIAN

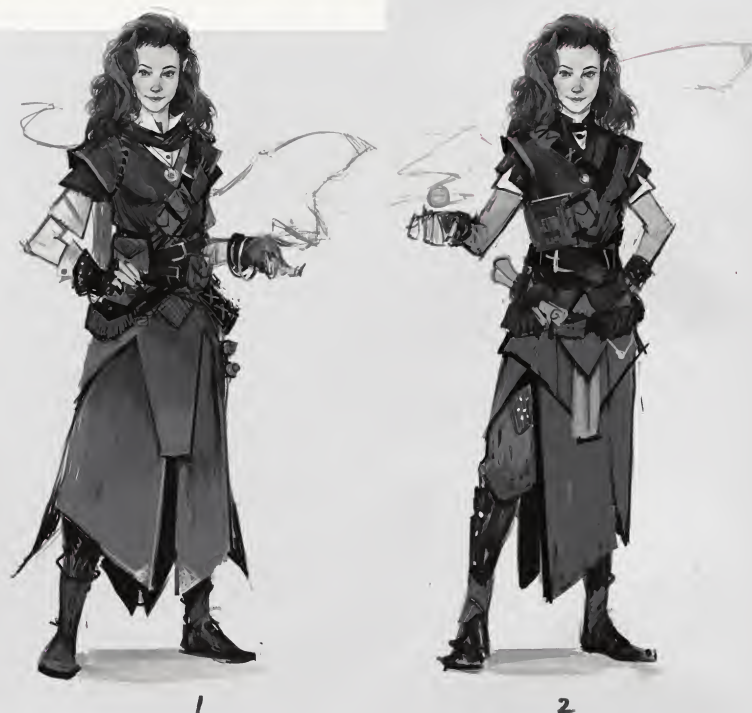
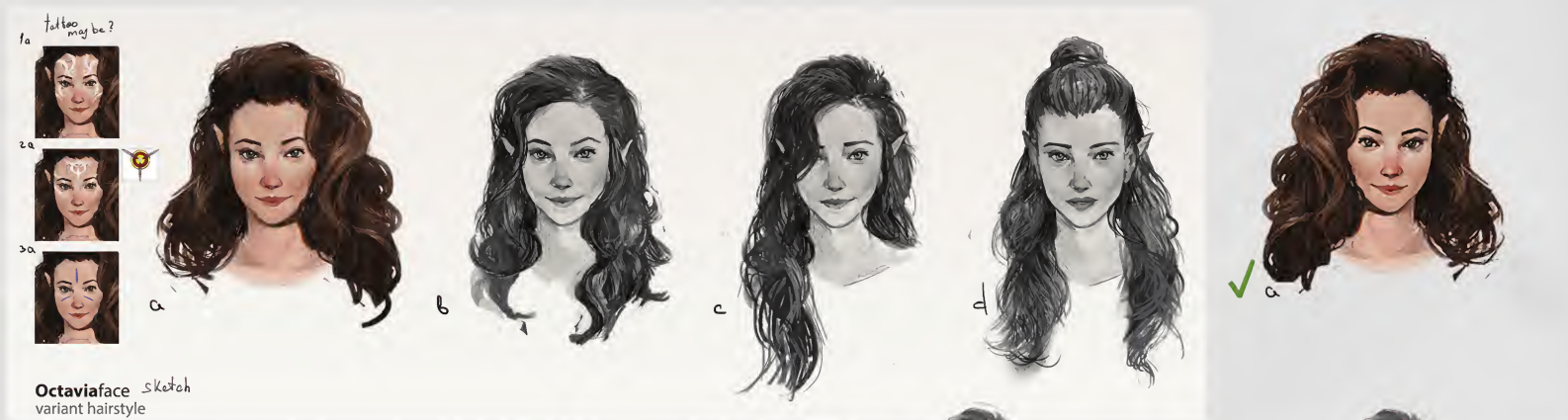
The player meets Tristian soon after their arrival in the Stolen Lands. This kind and sympathetic priest of Sarenrae, the goddess of compassion, turns out to be much stronger than he might seem at first sight. According to Tristian, he arrived in the Stolen Lands on a difficult mission to discover why curses in the region acquire a special power. One of the merciful goddess's faithful, he gets along with any companion... almost. Only a hardened villain can exhaust his patience and compassion. His white-and-gold clothes along with the holy symbol in his hands are the visible signs that he worships Sarenrae.





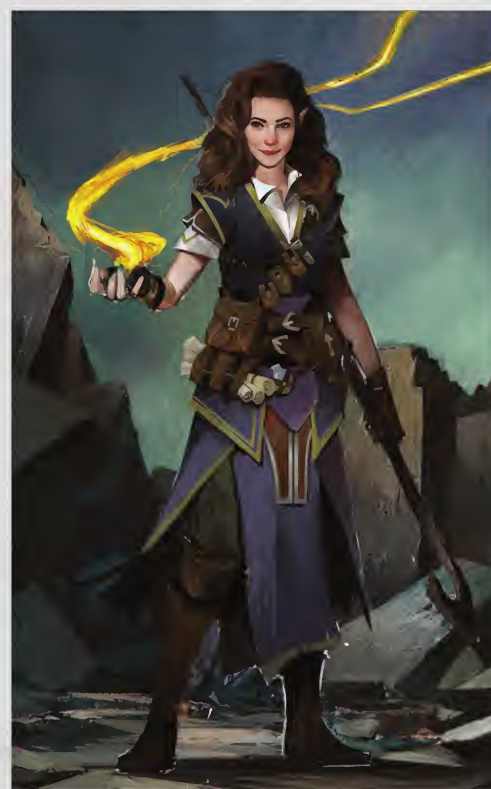






## OCTAVIA

Octavia and her partner Regongar join the player during the search for a captured companion. All her life, the half-elf was a slave. Once liberated, she joins the main character to do good and help protect the weak together. Octavia is one of the most popular and lovable companions in the game. Her true kindness and love for freedom stood out from the other grittier characters. Her portrait reflects not just her friendliness and magical skills, but also her love of jewelry — a peculiar detail that reveals the past of a girl who never had the chance to do her hair in the morning, or wear rings and bracelets.











## REGONGAR

**T**he half-orc that joins the main character's party along with Octavia is her complete opposite. He's hasty in his judgments and deeds, sharp, and very cruel. Years of slavery might have turned him into a monster if it weren't for Octavia, who can soothe his anger under any circumstances. Regongar is a magus who relishes melee combat while still being able to defeat his foes at a distance with deadly spells. His favorite element is electricity, as deadly and full of surprises as Regongar himself. Octavia and Regongar's portraits resonate, indicating that there is a special bond between them.











1

Ekun sketch  
Face 2



2



3



X

## ĖKUN

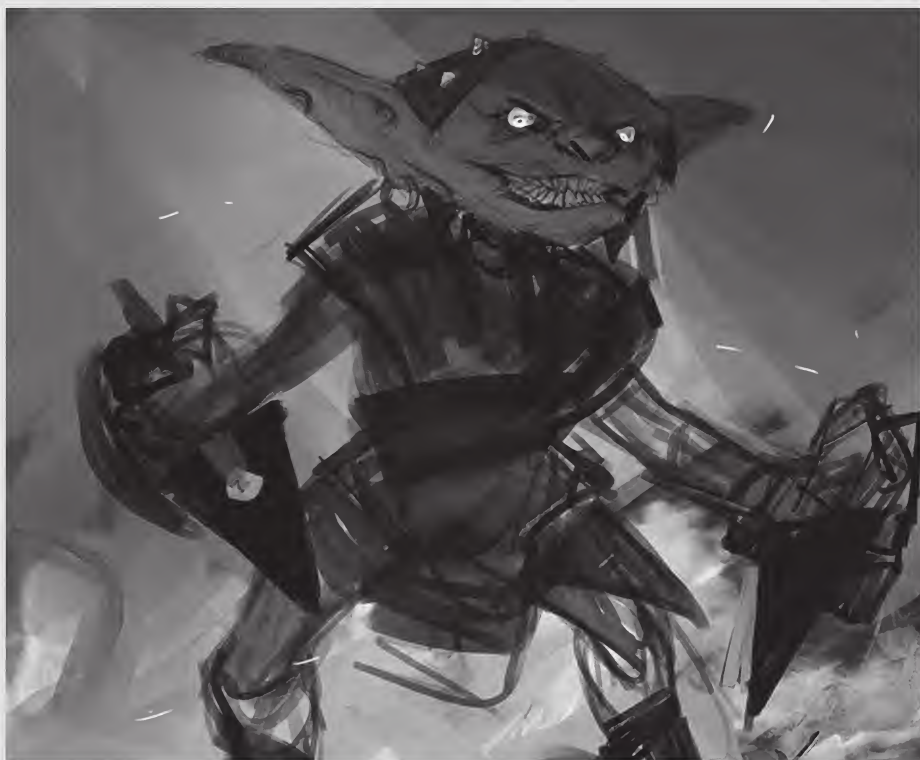
**E**kun is a ranger who lost his family in a tragic event. He is one of the last companions to meet the main character. Ekun is not from these lands — a caravan brought him here many years ago. This is where he met the love of his life, and he remained in the Stolen Lands forever. He dwells on his failure to protect his daughter and wife from trolls, who devastated their entire village. The only thing that prevents him from ending his own life is his desire for revenge against the monsters who took the lives of his family. Sullen and reserved in speech, Ekun will be a reliable companion and a loyal friend to whoever can help him back to his feet — and to his life.











## NOK-NOK

Perhaps the most interesting, and certainly the most unusual, of all the companions, Nok-Nok was added as a stretch goal reward during our Kickstarter campaign. As different as he is from the other companions, he stands out from his kin even more — to the extent that they tried to sacrifice him. That was the reason Nok-Nok left his tribe and joined the player. A faithful follower of Lamashtu, the goddess of misshapen and malformed creatures, the goblin fights using two kukris — his goddess's favored weapon — and decorates his forehead with a third eye, the symbol of the divine grace of the Mother of Monsters. It is not known whether Lamashtu really treats Nok-Nok differently or if his privileged position is just a figment of his imagination.



1

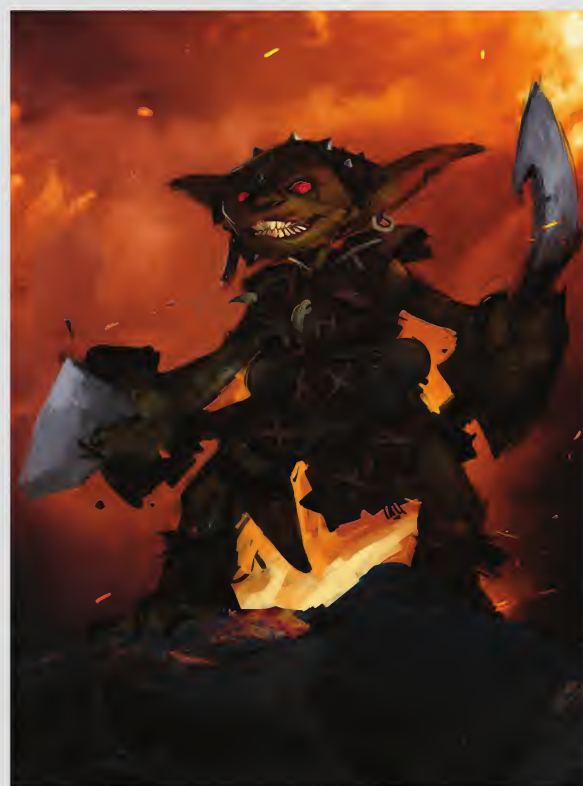


2



3

Sketch  
Nok-Nok









## GAME CHARACTERS

**A**part from companions, the player meets many interesting characters in the Stolen Lands, both those conceived by Paizo authors for the original adventure path and some new ones created by writers at Owlcat Games.

### SHANDRA MERVEY

**S**handra Mervey is the ambassador of Natala Surtova, Jamandi Aldori's opponent in the political arena of Brevoy. If the player chooses to reject the swordlord's support and seek Surtova's help, Shandra will become their right hand in courtly matters. As reserved and reasonable as she is, Mervey has been a diplomat and an advisor all her life. Her portrait is an exact reflection of that — it is a noble lady who looks at you, not an adventurer.











Когда начнется война с варварами он будет призывать игрока помогать Лордам Мечей Алдори.

Повестка дня: Он хочет, чтобы игрок был независимой силой, сильным союзником Алдори за пределами Брева.

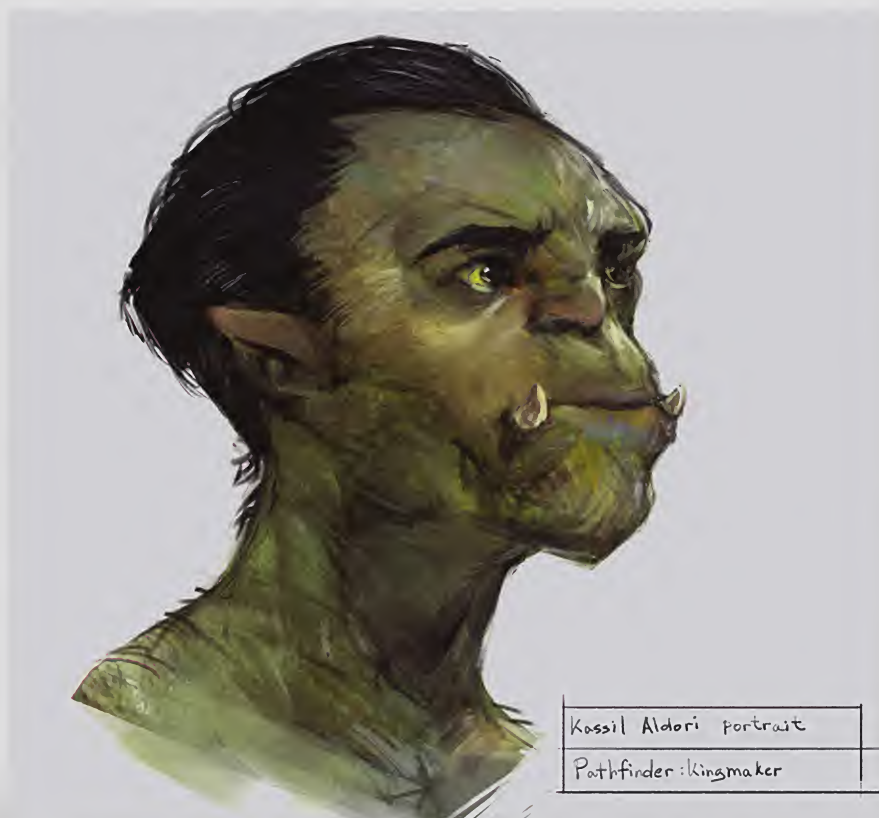


хотел показать, что он нагой. смотреть в сторону врага

## KASSIL ALDORI

The Swordlords value combat prowess above all else, and they readily accept promising students to their ranks regardless of race or descent. Kassil Aldori is living proof of that. As a child, Kassil lived on the streets until a fateful meeting with Jamandi Aldori — one of the most powerful people in all Brevo. The swordlord took Kassil as her apprentice, and the half-orc lived up to her expectations. Now Jamandi Aldori is holding a competition to conquer the Stolen Lands, offering a luxurious prize — a baron's title and the right to establish their own state. Proud and honorable Kassil Aldori will gladly join the new-found barony as the swordlord's envoy should the player wish it.

Kassil Aldori sketch
Pathfinder: Kingmaker



Kassil Aldori portrait
Pathfinder: Kingmaker



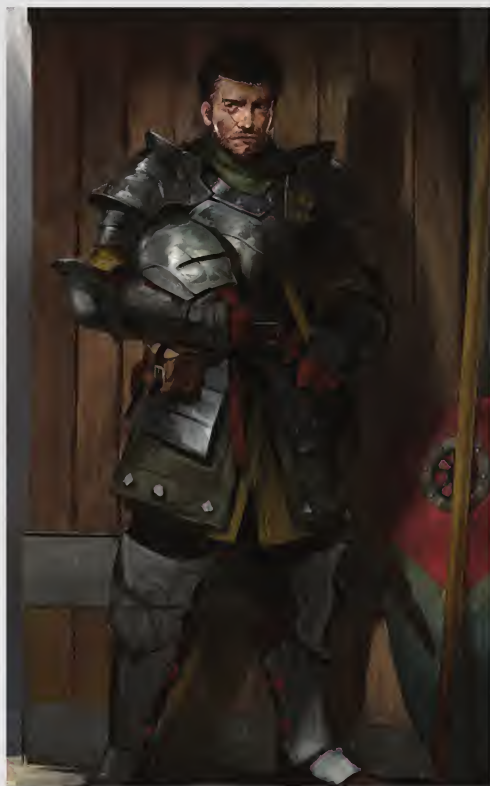






## KESTEN GARESS

**K**esten Garess, one of the player's first associates, is the disowned descendant of one of Brevoy's noble houses. Loyal to the baron of the Stolen Lands, this gloomy and reserved warrior primarily looks after the interests of the common people. He is an honest and straightforward man who is used to combat, weapons, and armor more than formal events and luxurious attire.





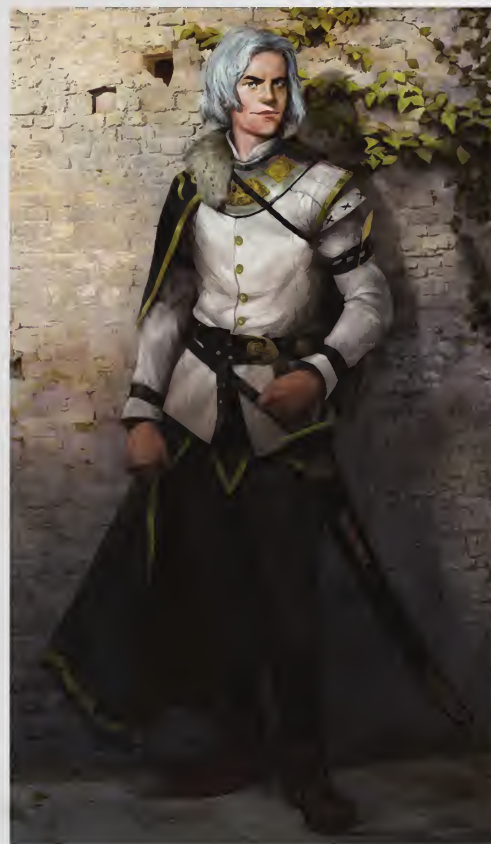
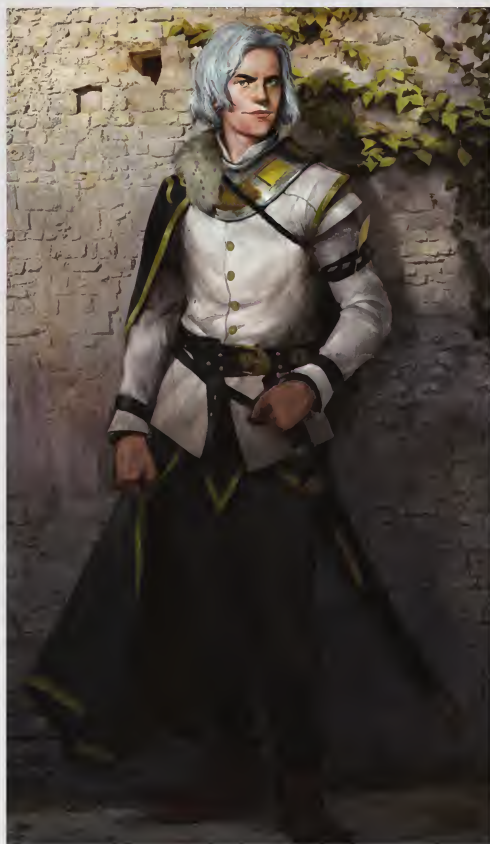






## LANDER LEBEDA

**T**he heir of a noble house of Brevoy, Lebeda escaped the control of his aging mother and headed south to seek his fortune. The main character has a chance to meet Lander at their inauguration as the new baron of the Stolen Lands, and they can hire him as an advisor. Young, daring, and always using ends to justify his means, Lander is a character that Pathfinder's admirers know very well. Like Amiri, he was recreated using the official description and tabletop roleplaying game illustrations.



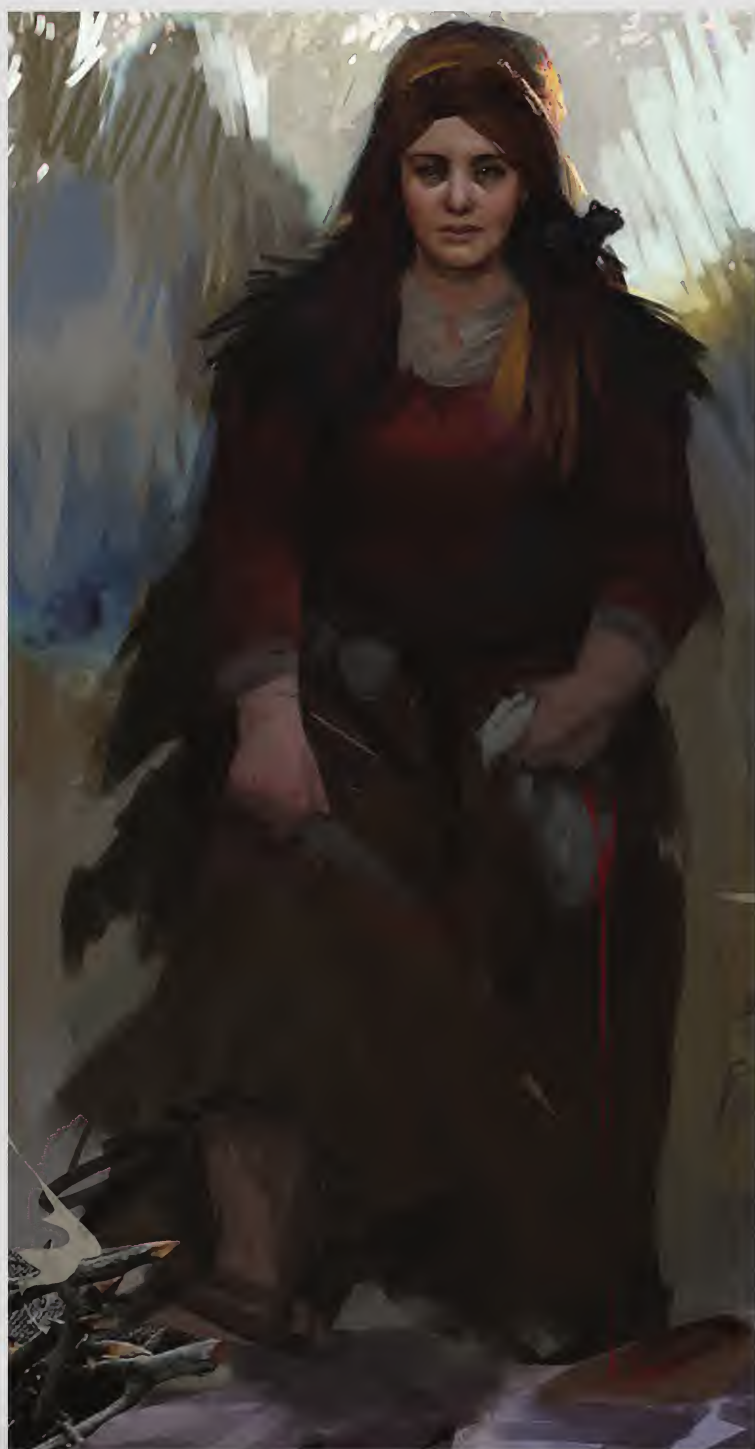






## TSANNA

**H**er lovely face is deceptive. Vulgar speech and a simple manner conceal incredible artifice and cruelty beneath. Tsanna may look like an honest peasant, but in actuality she is a priestess of Lamashtu, a sadist with a perverted sense of beauty and justice. The only thing that may hint at her true nature is her crippled leg, covered in ulcers — a symbol of the grace of the Mother of Monsters.











## STAG LORD

**T**he Stag Lord is the bandit chieftain of the Stolen Lands, and the ultimate opponent of the main character at the beginning of *Pathfinder: Kingmaker*. He is a madman who safeguards his territory with the vigor of a wild beast, inspiring terror not just in innocent peasants, but also in his own associates. The Stag Lord is the living manifestation of the chaotic nature of the Stolen Lands, and his image reflects this. His main distinguishing feature is his horrific antlered helmet, from which the character gets his name.



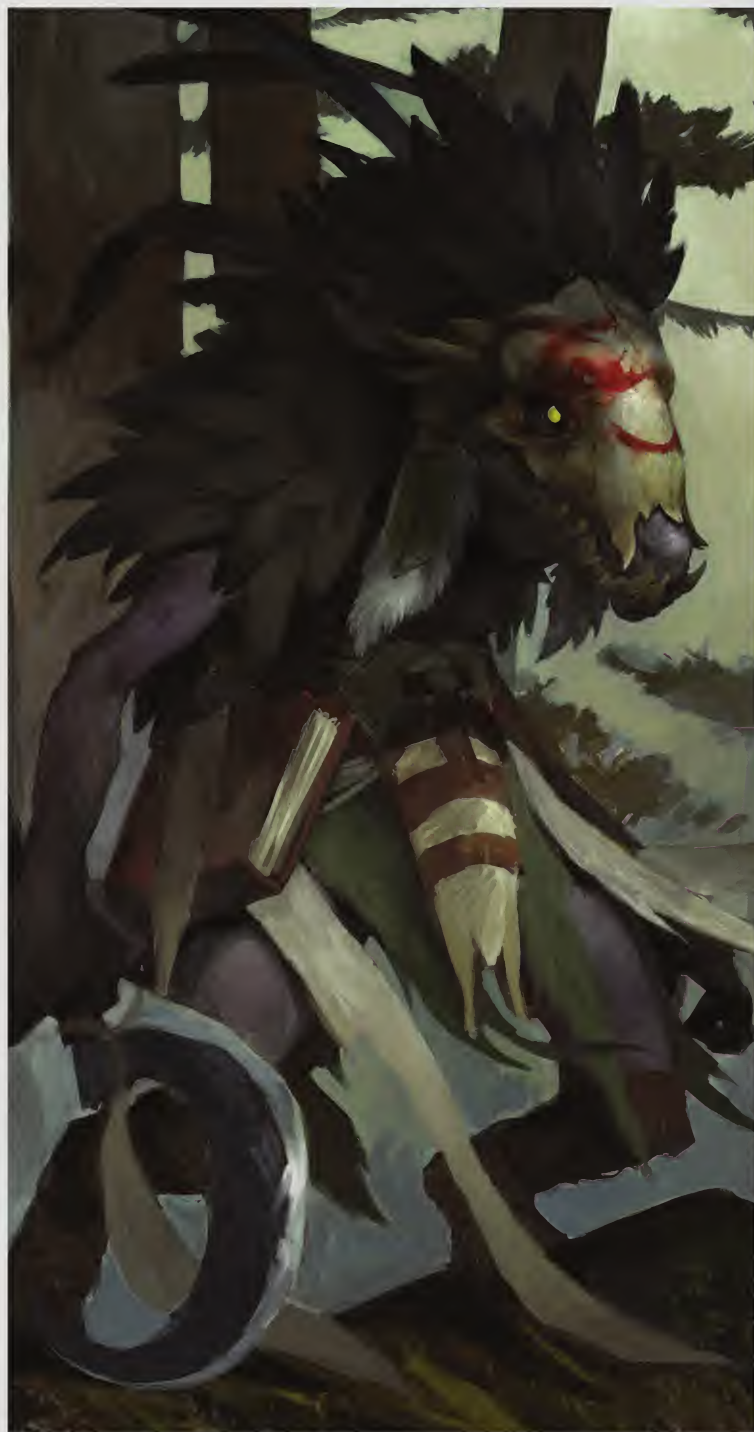
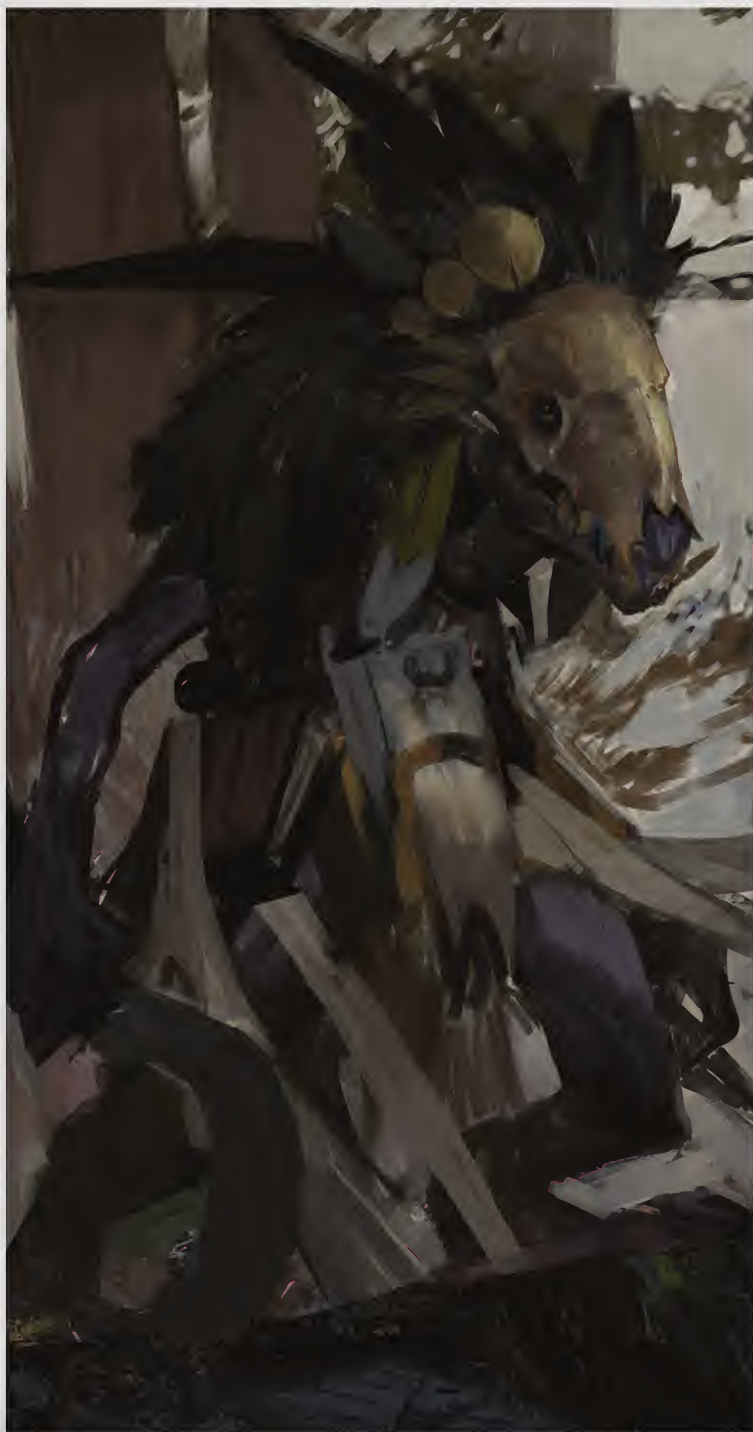






## TARTUK

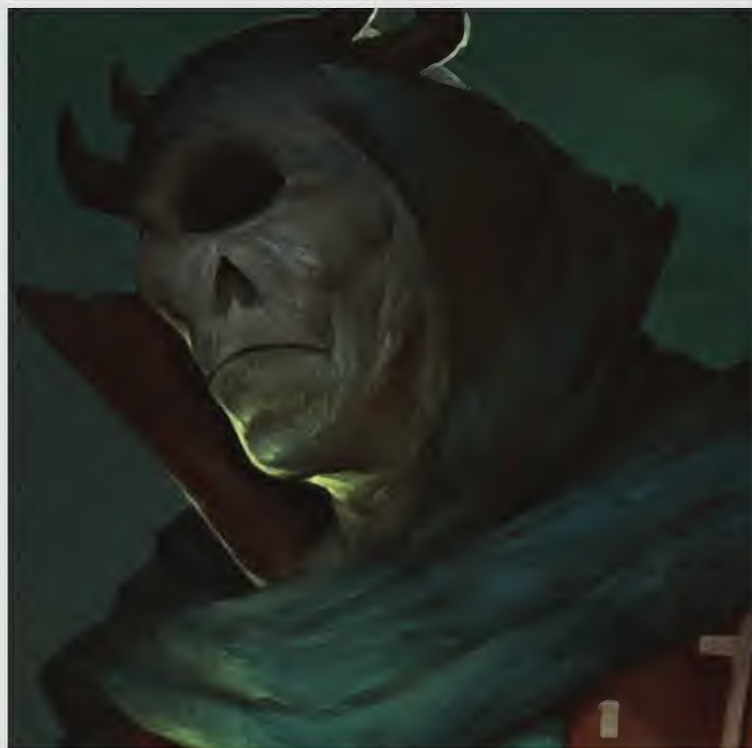
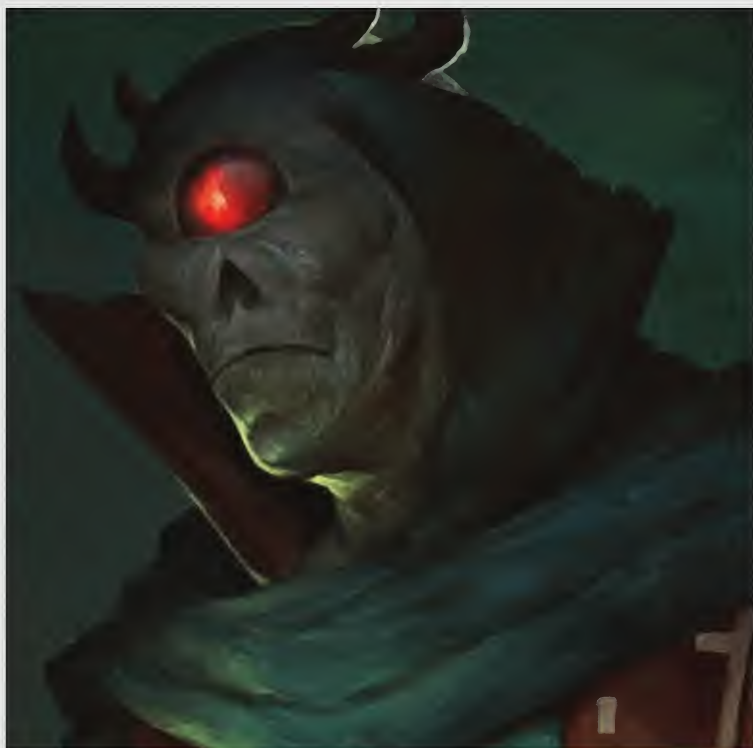
**A**s soon as the player ascends their throne, they are confronted with a new challenge: kobolds and trolls within the new barony have decided to join forces and establish their own state. The kobold shaman Tartuk is one of the leaders of this mob. His history is much stranger and more obscure than typical of the people of his tribe. Regardless of his smaller size and subtle complexion, Tartuk was intended to inspire terror in his opponents, so he is depicted in dark colors, wearing a fearsome skull mask along with a strange ceremonial outfit decorated with an eerie sickle.





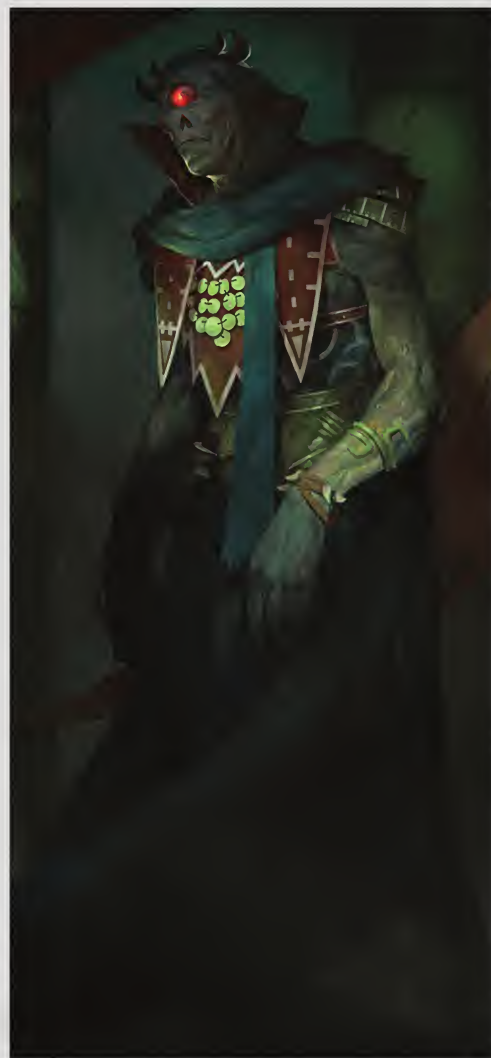
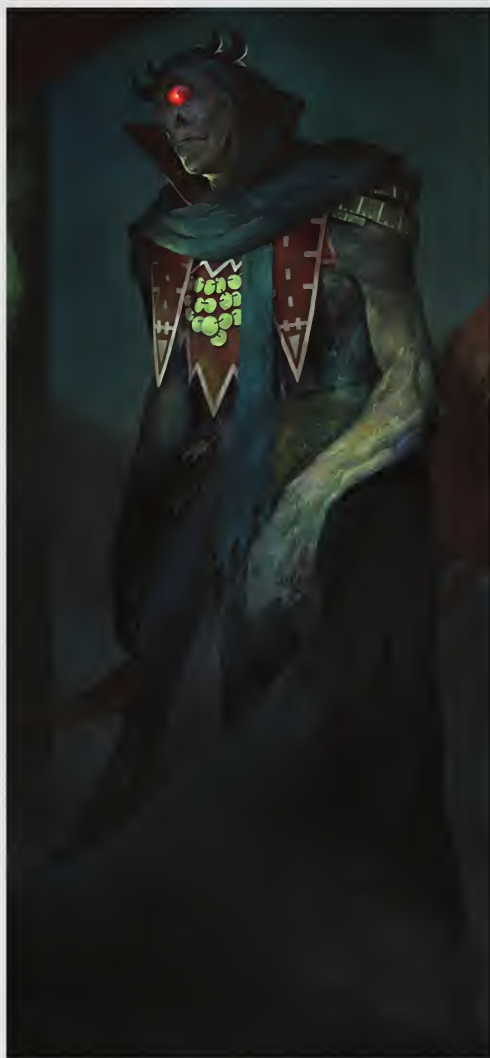






## VORDAKAI

**A** reflection of the power of an ancient civilization long since turned to dust. Vordakai, a cyclops lich who was awakened by a clumsy tomb raider, has long been in the shadows, causing fear and performing evil acts even from a distance. When the player finally reaches his tomb, they meet the embodiment of an ancient horror. The tall, disproportionately built cyclops has signs of decomposition on his face and body, and he wears heavy ceremonial decorations and garments featuring geometric shapes, an element of the traditional cultural decorations of the cyclopes' empire.



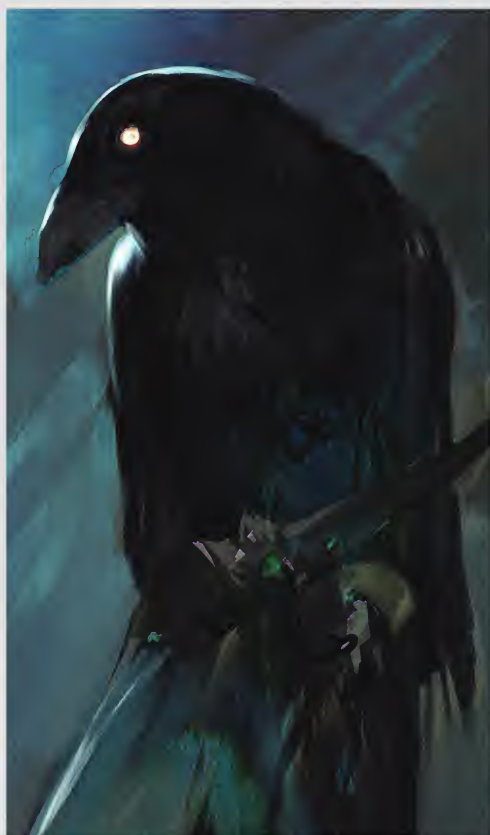
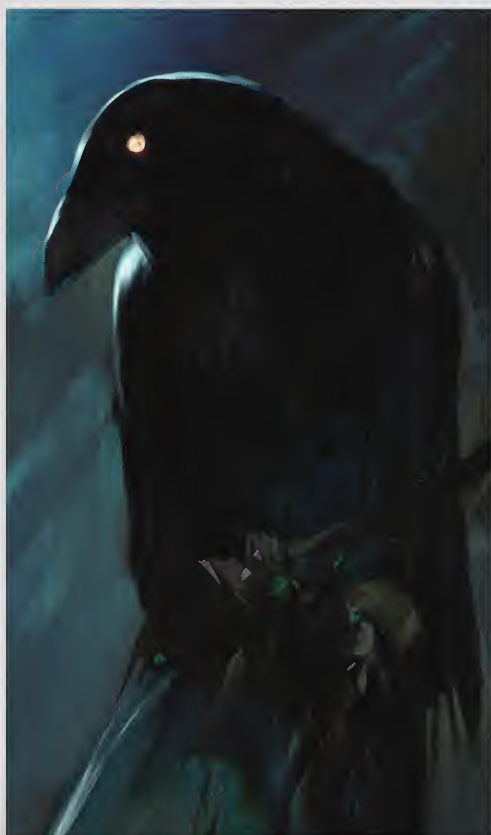






## RAVEN

**H**oragnamon is Vordakai's familiar. He follows the player everywhere after their arrival at the mysteriously deserted colony of Varnhold. He plays the role of a somber omen while at the same time being the emissary of a mystical power trying to impose its will over the characters in *Pathfinder: Kingmaker*. Horagnamon's entry becomes a turning point in the story of the disappearances at Varnhold. The player realizes someone powerful is watching them and begins looking for the raven's master.



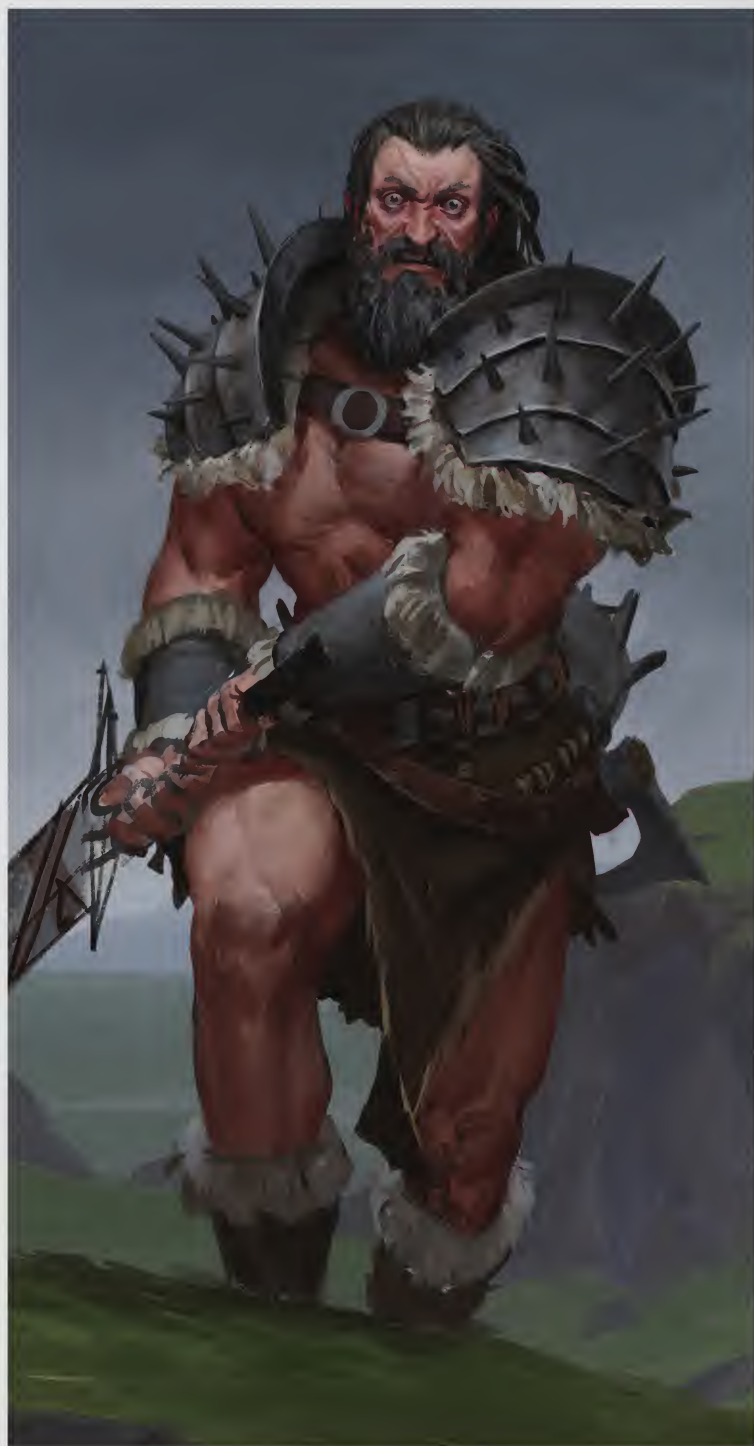
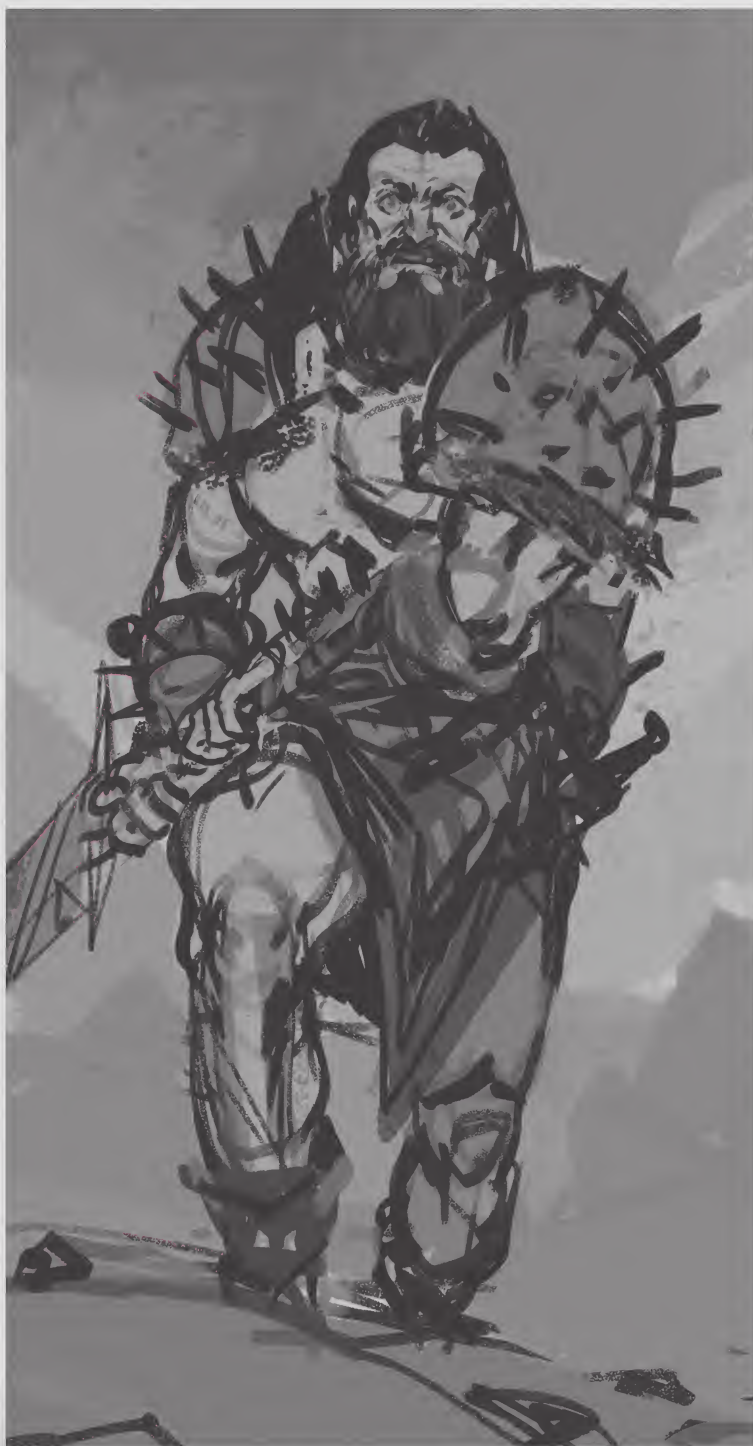






## ARMAG THE TWICE-BORN

**A**rmag is a legendary chieftain of the Kellid barbarians, and he was the chosen of Gorum, the god of war himself. According to legend, the leader was destined to rise again after his demise and lead the tribes of wild Numeria once more into battle. Judging by the Kellid armies at Brevoy's border, that day has finally come. *Armag the Twice-Born* is not as straightforward as he may seem, though. The second part of the game reveals more about this character. Otherwise, *Armag* is a typical representative of his nation — he is a mighty warrior in barbarian armor, wielding a massive blade that takes immense strength to master.





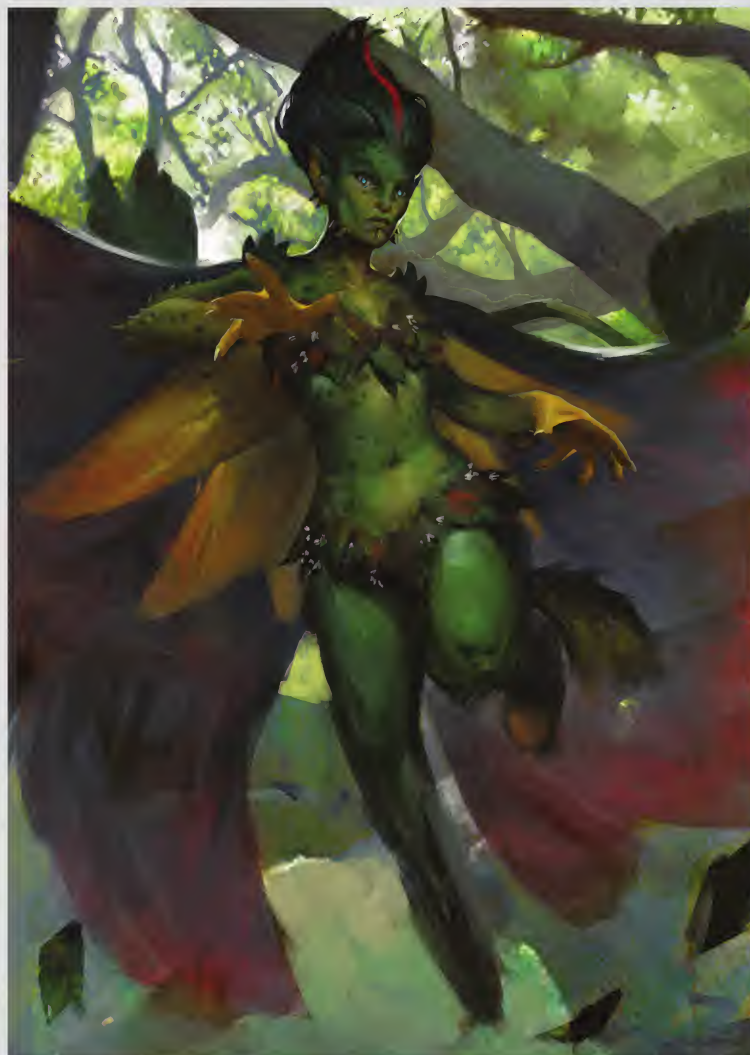
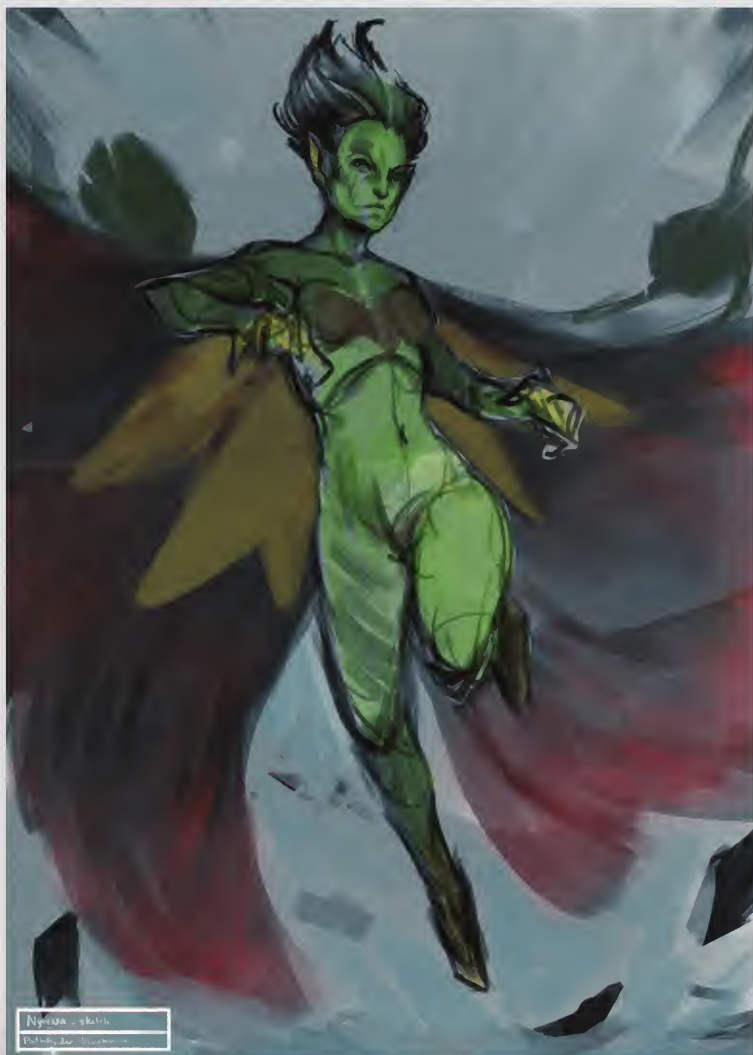






# NYRISSA

The player first encounters Nyrissa as a helpless nymph. She needs someone to save her, and she maintains this image until the moment she is sure she can deal a mortal blow to the conqueror of the Stolen Lands. Treacherous and murderous, Nyrissa is the main villain of *Pathfinder: Kingmaker*. She manipulates mortals as though arranging pieces on a chessboard. The tabletop version of *Pathfinder* had an elaborate picture of her, but we developed it even further. She appears as a bright, catchy adversary — the embodiment of wild nature in all its compelling beauty and unbridled fury.



Nyrissa - sketch  
Dustin Lee - illustration





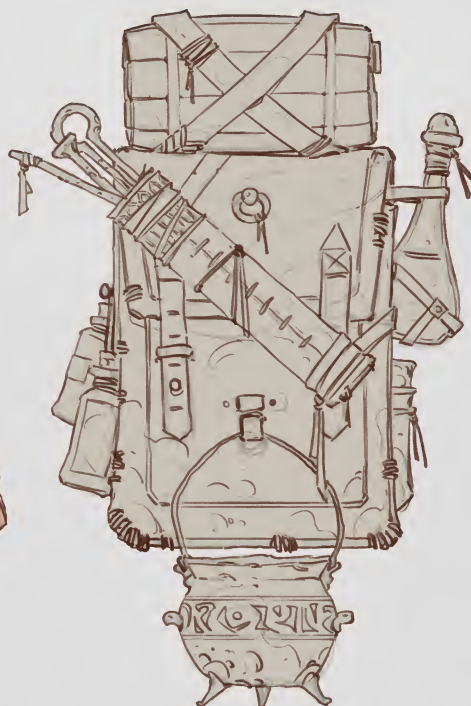


## CLASSES

**A** character's class represents both their mission and their craft. It defines their main characteristics, skills, and unique abilities — sometimes even their lifestyle. *Pathfinder: Kingmaker* has all the basic classes of the tabletop roleplaying game, as well as a few very popular extra classes. Each of them required a distinct design to reflect their distinguishing class features.

### ALCHEMIST

**A** rough protective suit of thick leather, plenty of belt bags, and many bottles containing strange substances — these are the main features of alchemists.









## BARBARIAN

**T**heir armor may seem unusual to residents of the civilized regions of Golarion, but it should be borne in mind that these warriors prefer to rush into battle and rely on their strength and fury to win the day. Heavy, restrictive armor that would confine their movement and the range of their swing would hardly be to their taste.











## BARD

**B**ards are wandering minstrels and storytellers. They wear bright clothes with a lot of decorations along with talismans on their necks and wrists. The latter tend to be either magical items or simply serve as souvenirs of past adventures.





## CLERIC

**A** cleric's attire is often marked with the symbols or colors of their gods. They often wear capes along with bags to carry scrolls and potions over their clothes.







## DRUID

**S**imple contour and plain design — druids hardly care if they look fashionable.





# INQUISITOR

**U**tility and comfort — two things greatly appreciated by most inquisitors.



# MAGUS

**M**agi prefer to blend the use of martial arms with their practice of powerful magic.







## MONK

**M**onks rely on martial arts and iron fists. They sacrifice hardy defense for agility and swiftness.







## RANGER

**A** heavy cape, a spacious backpack, a comfortable and warm attire — this is an outfit typical of rangers, who generally prefer to stay away from civilization.







## PALADIN

**P**aladins are holy warriors who draw strength from their faith and divine assistance.







## ROGUE

**R**ogues prefer to keep a low profile, so unassuming clothes and capes with low cowls tend to be staples of this class.







## SORCERER

**M**agic flows through a sorcerer's veins. These casters rely on their natural abilities rather than acquired knowledge.







## FIGHTER

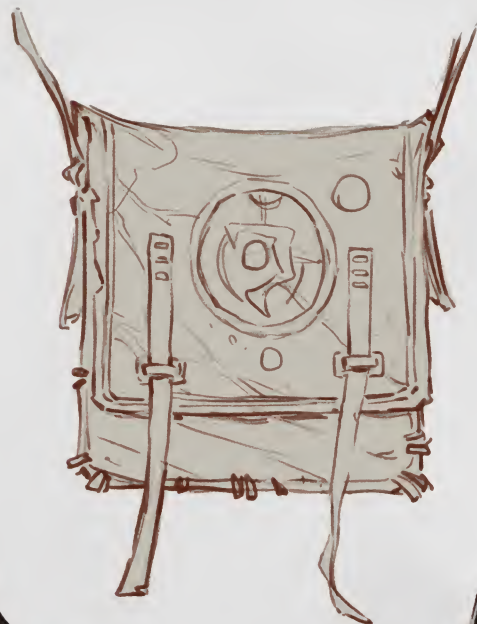
**S**killed warriors who prefer weapons and melee combat to magic and tricks of any kind. Their clothes are designed to be worn with thick layers of armor.



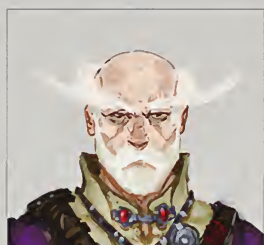
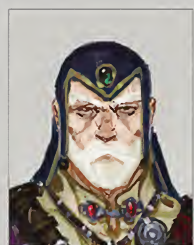


## WIZARD

**W**izards use their spellbooks, containing dozens or even hundreds of spells, to prepare the specific selection of spells they intend to cast each day.









# MONSTERS

**T**he Stolen Lands are full of dangerous foes, from tiny fairies to enormous giants. Many of them, such as nixies and dryads, are native inhabitants of these lands. Others were summoned forcibly, such as elementals or the undead. Most creatures in this section were inspired by illustrations from the original tabletop version of Pathfinder.

















wiP



color 1



color 2



boss



HillGiantBosscudgel



a



b

HillGiantcudgel







янтарь



крепление  
пояса







like a scorpion











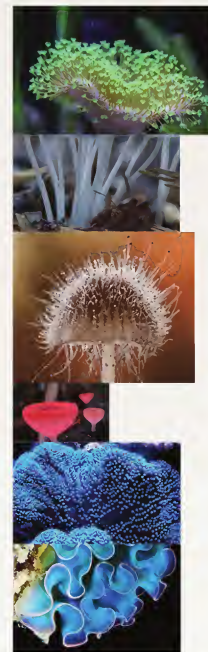








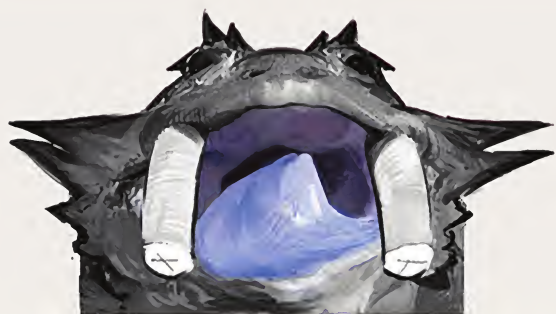




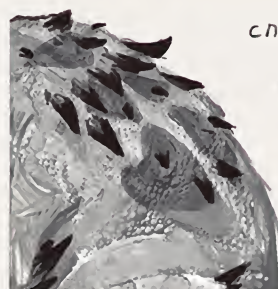
back







↑  
синеватый  
язык



спина



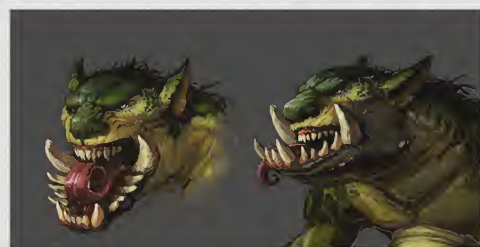
















Огонь



Вода



Земля



Воздух



WARM



CAMEL



L-LOGIC







1



2



3



4



5



6











# WEAPONS & EQUIPMENT

**A**ll *Pathfinder: Kingmaker* classes require specific equipment. This section showcases weapons, armor, and other items.







# ARMOR

































# BOOKS





# CLOAKS





# NPC ATTIRE





# ROBES





# WEAPONS

## SIMPLE WEAPONS











Normal

different  
metals

completely  
metallic











# MARTIAL WEAPONS



























Longbow Erastil Quiver  
Grade 5



Wild Hunt Archer Quiver  
Grade 6





# EXOTIC WEAPONS









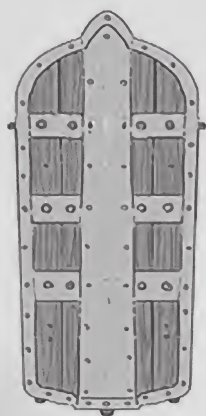
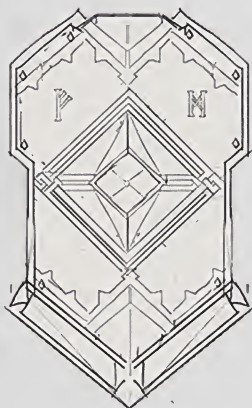
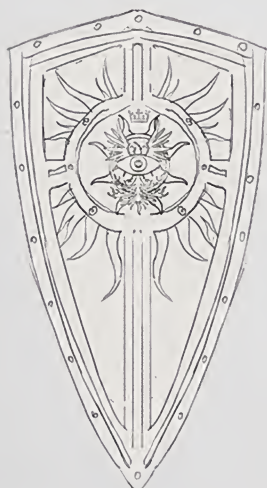




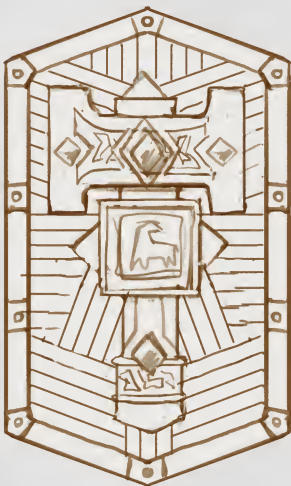




# SHIELDS









# ENVIRONMENT

**T**he Stolen Lands are a part of the River Kingdoms, a harsh and beautiful region. This section contains sketches of buildings, location maps, and drafts of environmental elements in the game.

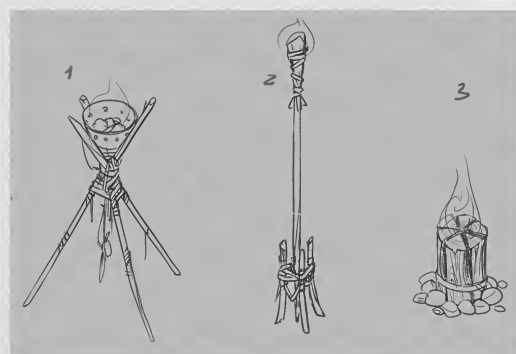
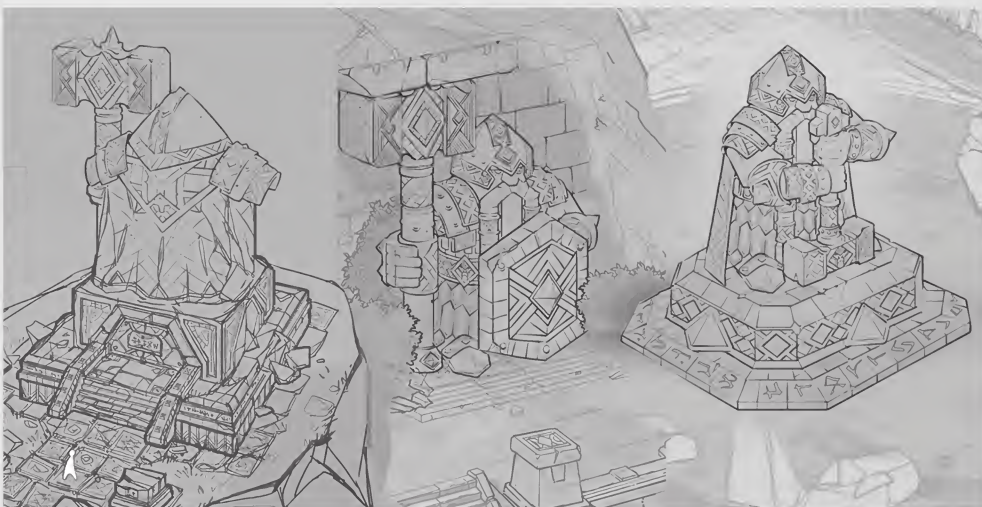




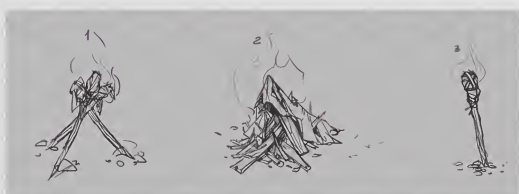


# SETTING

**A** Pathfinder: Kingmaker player will find themselves in dwarven ruins many times. The key features of these places are simple shapes and substantial masonry that remains intact to this day.



**B**arbarians are a nomadic people. Carts, simple defensive structures, and foldable tents and canopies are typical in their temporary camps.

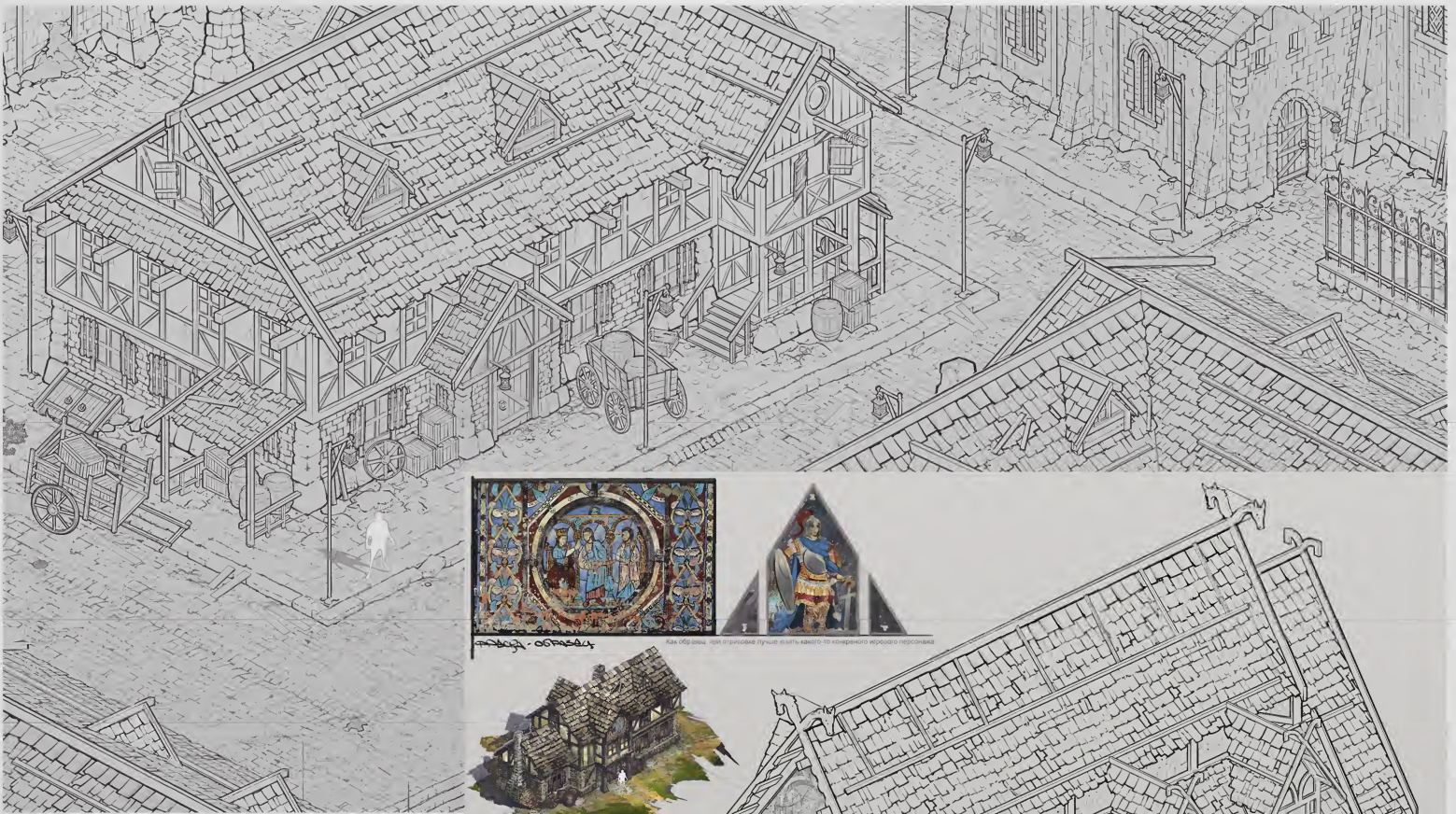


**G**oblins can hardly be called skilled builders — their homes look scary, and they seem to be made up of random junk with a nasty smell.

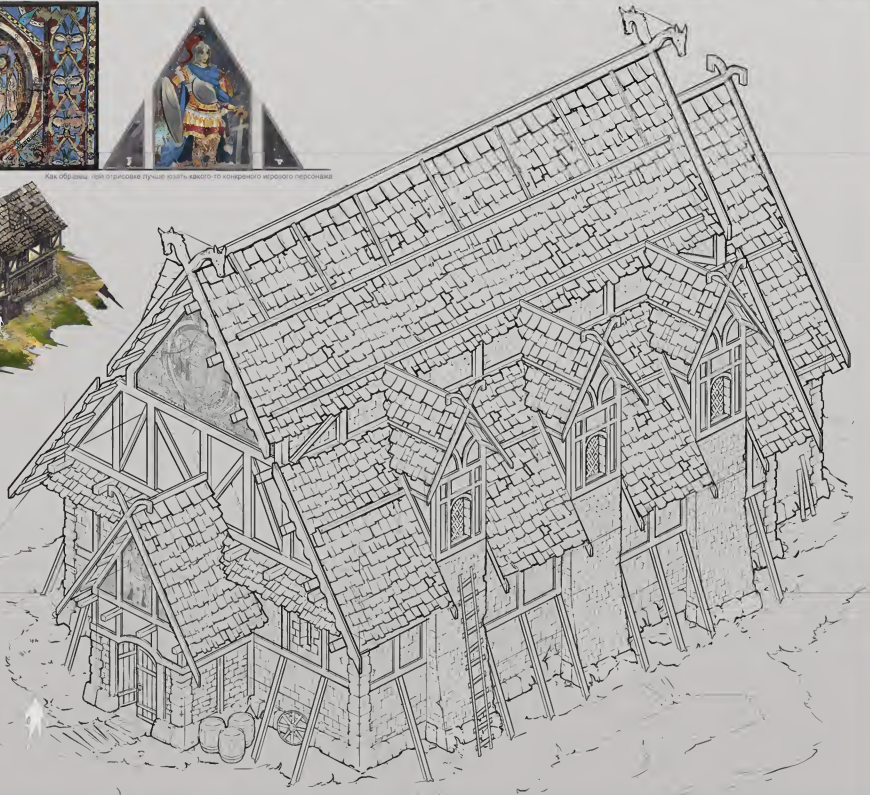


**L**izardfolk Settlement.





damaged building



interior view

**W**e needed a lot of buildings for the settlements and towns of the future barony, from simple huts to substantial stone houses. In addition to standard sketches, the artists developed concepts for buildings that had suffered from an attack or a cataclysm — typical occurrences in the Stolen Lands.



# THE FIRST WORLD

The abundance of plants, strange flowers, and creeping vines everywhere — these are the telltale signs that the player has entered the First World.





## CYCLOPES RUINS

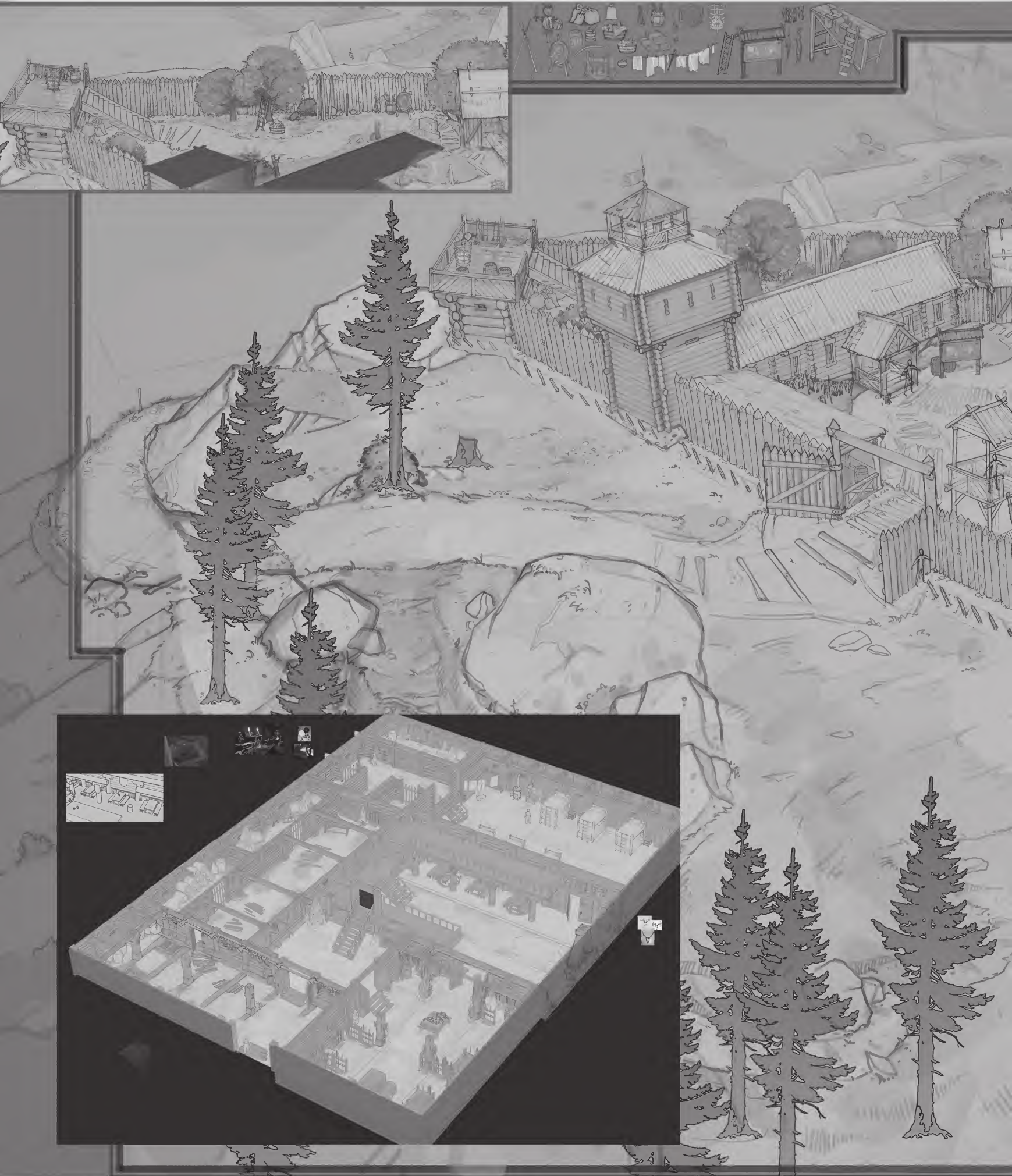


## BANDIT CAMP BY THE THORN FORD





# WOODEN FORT









# STORY







# THE STOLEN LANDS AND NEIGHBORING AREAS



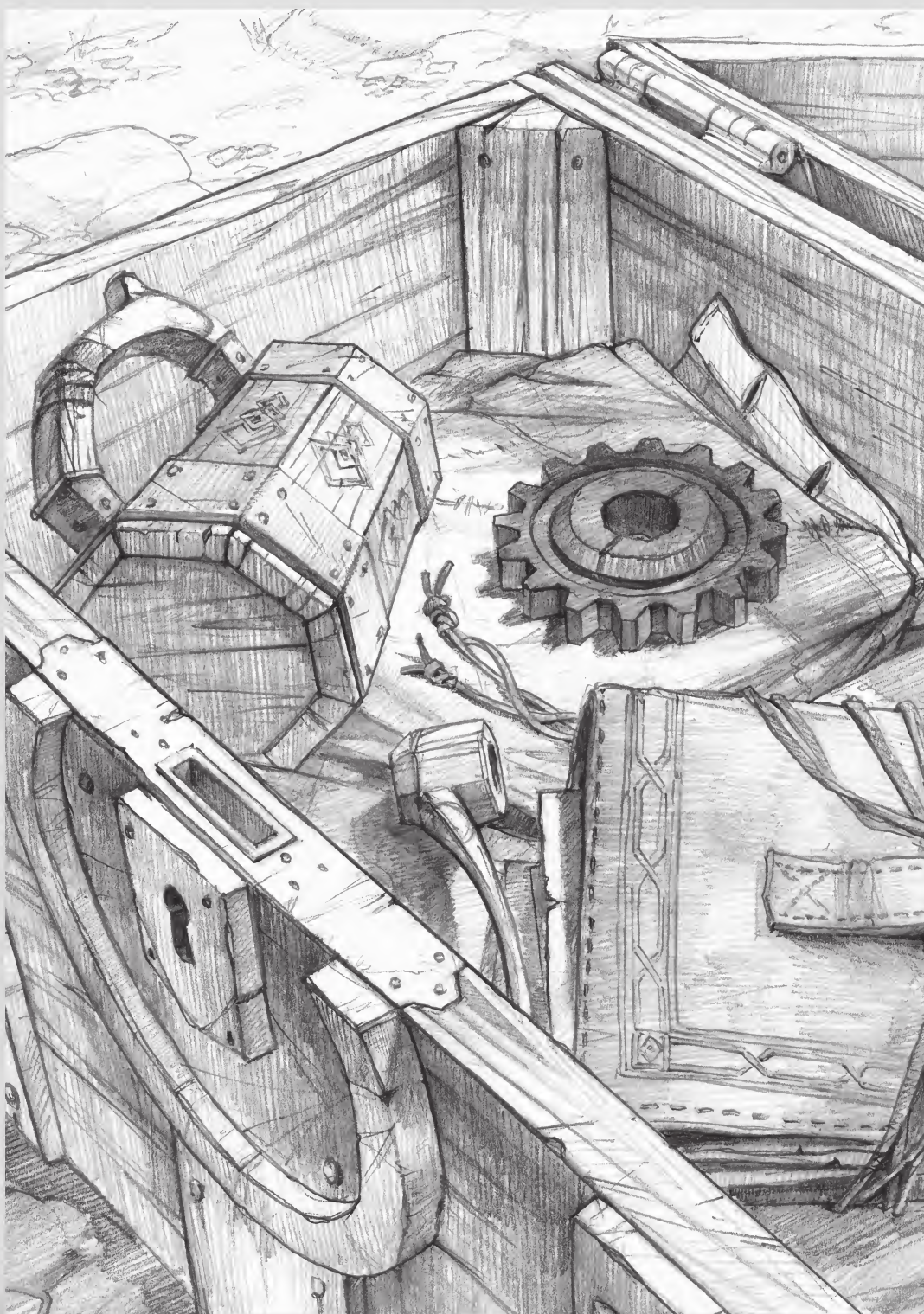
**T**his map of the Stolen Lands also includes the neighboring state of Pitax, as well as the Dunward region with the neighboring barony of Varnhold. Nevertheless, this shows just a small piece of Avistan, the large continent on which the events of the tabletop roleplaying game Pathfinder unfold.







# ILLUSTRATIONS































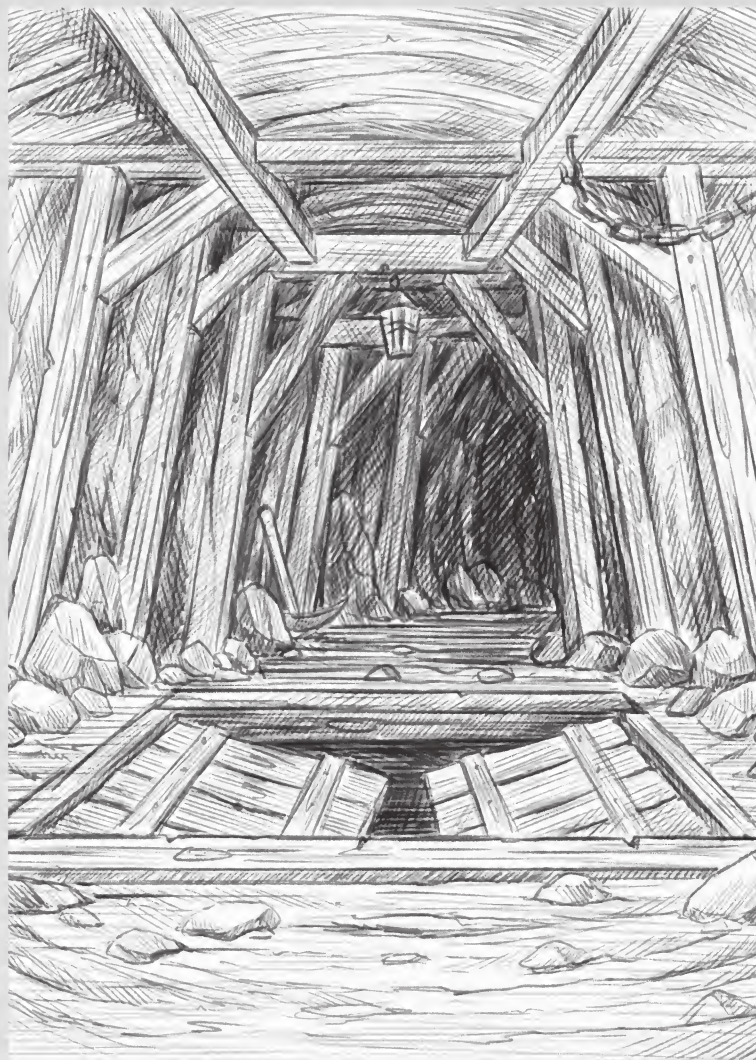




















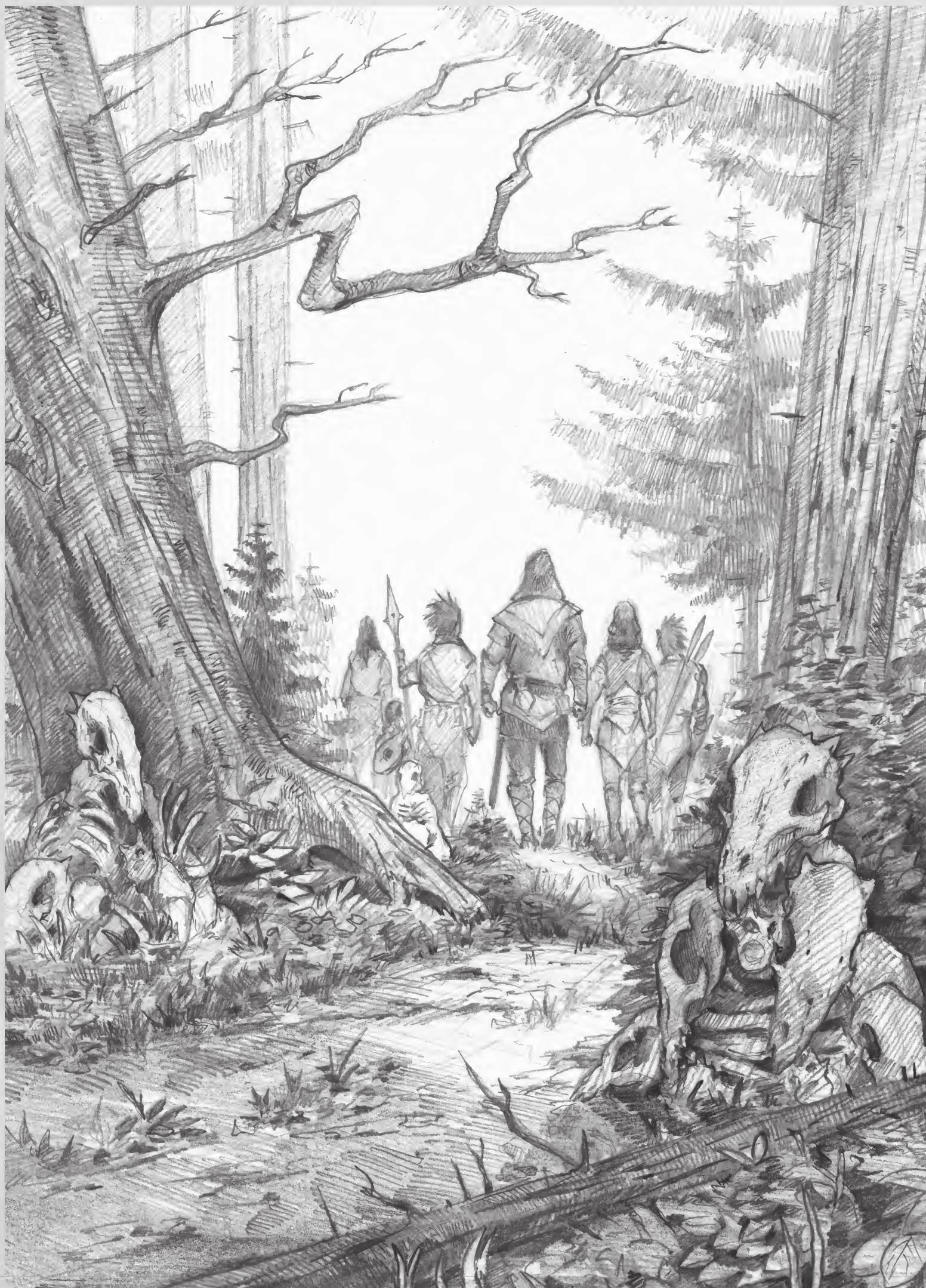














# INTERFACE



[illegible]

# SPILLS

The grid contains 144 unique spell illustrations, organized into 12 rows and 12 columns. The spells vary in theme, including elemental magic (fire, water, earth, air), necromancy (skeletons, skulls), nature magic (dragons, plants, animals), and general magical effects (light, shadow, portals). The style is vibrant and cartoonish, with a focus on bright colors and dynamic poses.











# WEAPONS





# MARKETING







# JABBERWOCK'S RAGE

PATHFINDER ONLINE



KINGMAKER COMPOSITION SKETCH (2)



WAT

KINGMAKER COMPOSITIONAL SKETCH (3)



WAT.



Art by Wayne Reynolds

KINGMAKER VERSION 1





WAP 18











# DEFENSE OF THE CAPITAL CITY



Art by Anton Lavrushkin







# ASSAULT ON THE STAG LORD'S FORT

Art by Akim Kaliberda

















# THANKS

ALENA ERESKO  
 AKIM KALIBERDA  
 ALEXANDER LIPKAN  
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 ANNA PAULEVA  
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 ANTON MOROZOV  
 DARYA ERMOLINA  
 DASHA STROGAYA  
 DENIS GRECHKO  
 DENIS OBRASTSOV  
 DENIS ZADOENY  
 DMITRIY CHERNOV  
 DMITRY BURMAK  
 DMITRY PASCHNY  
 EDUARD NABIULIN  
 EKATERINA BURMAK  
 EKATERINA DMITRUK  
 EKATERINA SHAPOVALOVA  
 ELENA KISELEVA  
 ELENA LIN'KOVA  
 ELENA SEVOSTYANOVA  
 EUGENIYA BOCHAROVA  
 IGOR BARANOV  
 IGOR BYCHKOV  
 ILIYA BODAIKIN  
 IRINA PEDASH  
 IVAN "RAVEN" VORONKO  
 KONSTANTIN GULENKO  
 KONSTANTIN DAVILOV  
 KSENIA SHARAVINA  
 MAKSIM SERKOV  
 MARGARITA GURIEVA

MARINA KHARITONOVA  
 MARINA KOSTINA  
 MARINA MELOVATSKAYA  
 MAXIM "SAURON" BOGDANOV  
 MAXIM "THE AODHAN" ZAYTSEV  
 MIKHAIL KOZYREV  
 NADEZHDA POLYANSKAYA  
 NATALIA ISAICHEVA  
 NIKITA "BIG NIK" ZHURAVLEV  
 NIKOLAY VERKHOSHANSKY  
 OLGA RABTSEVICH  
 OLGA SURNINA  
 PAVEL FEDORCHUK  
 RAMIL DUSALIMOV  
 ROMAN KURBANOV  
 ROMAN LOSEV  
 SEMEN "MASSACRI4" SOKOLOV  
 VADIM FROLIKOV  
 VADIM PODOBRYAEV  
 VALE LUNRAW  
 VALERY VEGERA  
 VASILY VLASOV  
 VASILY LEVINOV  
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## **NORD-SANCTUM STUDIO:**

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 ANTON MELNIKOV  
 YURY KIRKEVICH  
 ANDREY EVSEEV  
 PAVEL PAVLOV





For many years, the Stolen Lands were considered the edge of the world — an untamed land owned solely by bandits and beasts. Neither ancient armies nor brave heroes could dominate the wild place. That all changed when a daring adventurer, along with their loyal companions, braved the mysteries lurking within the forests and swamps of the Stolen Lands. *Pathfinder: Kingmaker* is the first isometric RPG based on the popular tabletop game Pathfinder. In this famed universe, heroes embark on breathtaking adventures, engage in glorious battles, become embroiled in political gambits, and travel to exotic countries — and even other worlds! The events of *Pathfinder: Kingmaker* unfold in one of the more remote corners of Golarion, the Stolen Lands, never conquered by a single ruler. Players have the chance to change history and become part of the world of Pathfinder as they rule their own kingdom. This book contains sketches, drafts, and finalized images of characters, weapons, monsters, artifacts, and locations in the world of *Pathfinder: Kingmaker*, as created by the studio artists at Owlcat Games. Concepts that don't appear in the final version of the game, numerous in-game event illustrations, unique artist contributions, and many more pieces have been collected in this edition.



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